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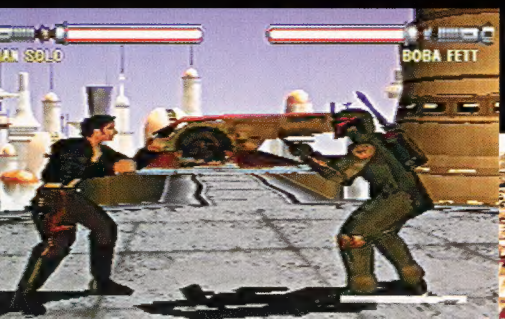
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EGM²

January, 1998

Number 4.2

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Audit Bureau of Circulations

Sequels' Secret Success



I'm usually the first person to whine and moan about lack of originality. I've been gaming far too long on too many platforms to be tolerant. So why is it that most of the best and many of my favorite games this year have been sequels? Perhaps it's just a lucky trend. However, when you look at these numerous successors and examine their level of quality, you must concede that there is more going on than just a "good run" of sequels.

The proof comes from top titles like Final Fantasy VII and Castlevania: Symphony of the Night to the anticipated Yoshi's Story and Zelda 64. Clearly, these games are or will be some of the best and most successful titles around. What's interesting to note is the ability of these installments to prosper and improve while other forms of media seem to fail in their rejuvenating attempts.

Look at the movie industry, for instance. There are very few movies that are topped by their successors—and most are tragically worse. Some tragic examples include *Lost World: Jurassic Park, Batman and Robin* and *MK Annihilation.*

It would seem logical that a sequel would improve over its original through enhancements or simply from experience. Yet, many movies fall into a downward spiral rather than going up and beyond their predecessor. The reason, I believe, lies in how the new product is created—more specifically, the process and focus on the crucial components. In the motion picture industry, it seems movies are created from the outside in. By this I mean that the external appeal is given first consideration and priority. It almost seems as if the stars, the special effects and the props come first; how they fit together is decided after these components are gathered. This is analogous to building a person by starting with the external body and working on the insides later. Of course, movies start with a script—arguably the heart of any movie—but the focus doesn't always remain on it. Or the script is simply too weak to survive, and must use special effects and/or publicity stunts to draw attention away from its inherent weakness.

Video game developers, on the other hand, seem to start from the right point and create games closer to the heart—in this case, it's gameplay. The successful sequels are good games in that they are all solid in gameplay and the extra innovations like graphics and sounds are enhancements. So it seems that the super second-generation titles are built from the inside out. The primary base (gameplay) is strong, and all the above-mentioned titles take this to heart and build on this solid base to create an even better game.

It's true that not all games exceed the original and some old-school titles are even better than their modern-day relatives. But more so than in other industries such as movies, games for the most part do progress and continue to get better with time. The key is to focus on the gameplay and simply build a good environment for it to breathe. Rather than pull out flashy graphics and effects, all industries are better off keeping their focus on the substance, not the style of their product. Gaming is a good example of this trend, but all too easily it can turn if people lose sight of what gaming is really about. As long as we remain discriminating and don't settle for anything substandard, hopefully this trend will continue…and we'll all be playing Mario 128 someday!

Editor Stats:

Bad gaming sequel:	*MK Annihilation*
Quotable lyric:	"If you aren't given, you learn to take"
Overheard on staff:	Put aside pride for quality
Special thanks to:	Mr. F and Steven
Interesting columns by:	Martin Cirulis

by Howard "NYR: Improve" Grossman
Editor in Chief egm2@zd.com

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Ultra Gameplayers

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Game Informer Magazine

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KIDS TO ADULTS

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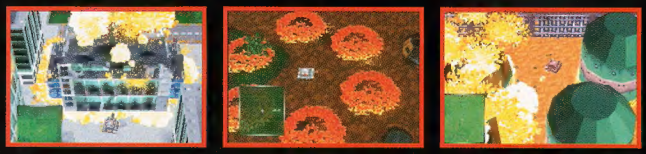
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number 43

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tricks

26 abe's oddysee
A lot of the levels in this game are very hard, so use the level select to bypass a few!

23 goldeneye
Sometimes using two of the same gun type doesn't cut it! Mix up your guns with this cheat.



26 nuclear strike
Upgrade your plane or give yourself some much-needed protection with these codes!

24 mk mythologies
Skip difficult levels or add a few neat bonus items to your goodie list with this trick.



trick of the month
diddy kong racing
22 Want some variety while racing? Enter these codes to help or even hinder you. Plus, some are just for fun!



special feature

it's a whole new adventure



After a year of being in the spotlight, Lara Croft returns to her beloved treasure hunting. This time around her adventuring spans across the globe, taking her to some very treacherous situations. However, in part one of our two-part mega guide, we explain a few Lara-saving devices as well as how to find all the key items in each level. Swing into action on PAGE 72.

"Make no mistake...Tomb Raider 2 is a tougher, longer and more involving game!"

best of tricks

The code cowboy picks up where we left off last issue. Take a walk down trick memory lane to score some of the hottest codes and cheats. The best of 1997's tricks start on PAGE 30.



strategies



EGM²'s Crash 2 strategy continues

The second part of the Crash Bandicoot 2 guide takes you from the third Boss onward. It also includes the last 10 levels and two warp worlds where you must obtain the two white gems. It provides helpful tips and warnings on what to do and what not to do so you can beat the game with 100 percent completed. Part two of the guide begins on PAGE 38.

"While you can't spin attack a swarm of bees, you can spin away single bees."

38

do you have what it takes to be a master of Teräs Käsi?



The Force vs. the Dark Side. It's what every Star Wars fan has been waiting for. In Masters of Teräs Käsi, pit Han Solo vs. Boba Fett or Princess Leia vs. Arden Lyn. In this issue, we provide the moves and details on each character's strong and weak points. Master the moves on PAGE 44.

"...you can try to force the computer out of the ring."

44

84

you'll go bananas over diddy kong racing



In issue #41, we briefly touched on this new adventure/racing game. In this issue, we'll go into more detail on Diddy Kong Racing. Boss strategies, character stats plus all the hidden keys locations will be provided as well as a few awesome secrets. Check out the info on PAGE 84.

"Unlike Mario 64, power-ups can be built up three levels..."

WHICH ONE of these THREE CARS
WOULD YOU RATHER be DRIVING?







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GAMERS' FORUM



Written by:
The Gaming Goddess

EGM² Gamers' Forum
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Lombard, IL 60148
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Gamers' Forum goes above and beyond the normal letters section: Learn who's scored big, gripe about gaming wrongdoings, find out what bigwig said what about whom, throw around some trash talk, check out the coolest envelope art around—and that's just the start! Include your name and complete mailing address when submitting letters.

LETTER OF THE MONTH

Just wait until next year...

Dear EGM²,

After reading several complaints about the Nintendo 64 not having a lot of games, I decided to write this letter.

Anyone out there complaining is insane. Except for War Gods and that Cruis'n USA mistake, all of the N64 games have been of high quality. I would much rather have two or three high-quality games a month than five to 10 low-budget PlayStation games like Test Drive: Off-Road, Macross VF-X and Beyond the Beyond which are only good for playing Frisbee with the neighbors.

However, don't get me wrong. I'm not one of those "I-like-this-system-and-the-rest-stink" kind of person. I do love my PlayStation dearly. Games like Resident Evil, Crash Bandicoot and Tomb Raider are amazing. And I was one of the many gamers who had my copy of Final Fantasy VII reserved.

A lot of people need to realize that these are all the N64's first-year games, so it will only get better from here. Just look how far Sony has come in two years. So all you non-N64 owners should take quality over quantity anytime.

Ray Galob
Sacramento, CA

Well Ray, you might be in the minority over wanting quantity over quality. A lot of readers would rather have many games just so they can have a wide variety to choose from—even though only a handful may be awesome while the rest are mediocre or just plain stink.

The PlayStation and Saturn both have been out longer than the N64, but some critics have noted that Nintendo has been in the gaming biz for a while and should know what it takes to make many great games. They might feel Nintendo's slack in games is unexcusable.

Still, you make a good point: Gamers have only so much money to spend, so maybe fewer is better—especially with pricey N64 cartridges. Plus, the new year is upon us and Nintendo has plans to release a good number of long-awaited games that are certainly going to be of high quality.

So while some may say the N64 has too few games, let's see what the system has in store for us in 1998 before we pass final judgment!



Ray won an InterAct Control Pad for the N64, PlayStation or Saturn!

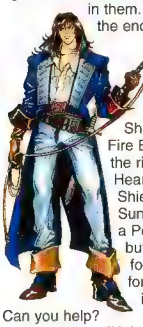
Tiny pieces

Dear EGM²,

In Castlevania: Symphony of the Night, I was trying to fight the game's very first battle perfectly, so when I played as Alucard, I would have better stats.

Anyway, as I was learning how to do Richter's moves at the top of the stairs, I hit the wall with the Belmont Leap (the wall right at the end facing down) when a piece fell off. I jumped up to see if any more would break when a staircase came down from the left. I immediately searched the book for it but found nothing.

So I investigated and it led up and up again. There were some vases and statues to the left and right, so I wrote down what was in them. Starting at the end at the left were a Moon Rod, a Badelaire, a Dark Shield and a Fire Brand. To the right were a Heart Refresh Shield Rod, Sunglasses and a Power of Sire, but I haven't found a use for these items yet. Can you help?



Richard L. Gould
Lithonia, GA

This mysterious staircase is an easy way to pick up items. However, these items are needed when you play as Alucard. In issue #40, we explain what each of the items you listed are used for in part one of our guide on Castlevania: SotN.

Dropped dead

Dear EGM²,

In MK Mythologies, I always die in the second world where you fight the Wind God. I do beat him but then he flies off and comes back making a whirlwind. It picks me up then drops me dead. Could you please do a guide on this game to help me out!

Travis Road
Co Bluffs, Iowa

The Goddess hears your pleas, Travis. Turn to page 54 in this issue for a helpful guide on this difficult game!

Don't waste it

Dear EGM²,

In your guide on Herc's Adventures (October issue), you stated that to kill the Minotaur you should use your pepper breath. No need to waste it doing that: Just wait until he throws his axe, run to it, pick it up and throw it at him. This way you do 28 hits of damage instead of just one with the pepper breath attack.

Special Thanks To:

We would like to say thank you to everybody who has helped make *EGM²* grow into the best strategy and tricks magazine around. Our New Year's resolution is to take what we did in '97 and make it even better for 1998!

TOP of the World

Find out which games made #1 on the console systems, pinball, arcade, in Japan and in the editors' eyes.



HOWARD "NYR: IMPROVE" GROSSMAN

1. Resident Evil 2
2. Abe's Oddysee
3. Beasterizer
4. Skullmonkeys
5. Diddy Kong Racing



SCOTT "NYR: LOVE DINA MEYER" AUGUSTYN

1. Final Fantasy VII
2. GoldenEye
3. FF Tactics
4. Armored Core
5. Wild Arms



BEN "NYR: SERENITY NOW" DURBIN

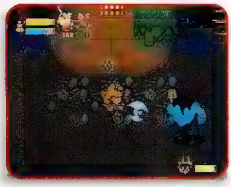
1. Diddy Kong Racing
2. Tomb Raider II
3. GoldenEye
4. Warlords III
5. Ultima Online Beta

CAREY "NYR: ROLLER-BLADE MORE" WISE

1. Abe's Oddysee
2. Warcraft
3. Bomberman 3
4. Worms
5. Blackthorne

STRATEGY TALK

Readers need GoldenEye guidance, request an MK Mythologies guide, serve up helpful Herc's Adventures tips and look to unlock FFVII's secrets.



Instead of the pepper, use the Minotaur's weapon against him!

Hope this is helpful.

Joey Roy
B.C., Canada

Any time a fellow gamer has an easier route in a game, it's always helpful. Thanks for the tip!

I'm stuck

Dear EGM²,

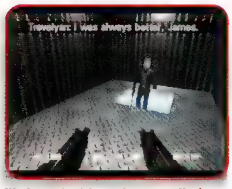
In Herc's Adventures, I'm stuck at the part where you're supposed to talk with Poisedon. I can't seem to get there. Could you help me out?

Mike Wilson
Keizer, OR

To find him, catapult into the water and follow the barrels to the piers, and then go to the right on the boats.

Your next mission...

The Goddess has received many letters regarding GoldenEye's levels. Mainly,



It's important to make sure all of your mission goals have been met!

readers cannot seem to get to the next level although they have claimed to beat the level on the appropriate difficulty setting.

There are things you should keep in mind when beating a level. First, make sure that all of your objectives have been met. This could cause you not to reach the next step. Second, make sure you have actually beaten the game on the correct setting. Third, exit the level. Exiting is a part of finishing a level. With all of these things completed, you should be able to go to the next step.

If you are still having problems, please see the GoldenEye strategy guide in issue #40.

In the shell

Dear EGM²,

In Final Fantasy VII, where's the Turtle Paradise?

Scott Rogers
Santa Cruz, CA

There are flyers scattered across the land in Wutai. The Turtles Paradise Restaurant's owner is having a contest where you must locate all the flyers. Here are a few hints: Sector 5 slum; in a boy's room; in Shinra HQ; Ghost Hotel in Gold Saucer; an arms shop in Cosmo Canyon; in the restaurant itself; and in Yuffie's basement.

More FFVII ???s

Dear EGM²,

I have some questions regarding FFVII that I hope you can answer for me: Are there multiple endings? There is a man in the town of Kalm that wants a guide book, a desert rose and an earth harp. Where do I find these?

Angel Zamora
Fresno, CA

There are no multiple endings in the game, Angel. To locate the guide book, it's in the underwater reactor area at a ghost ship. You get the earth harp after you kill the Emerald weapon and you get the desert rose after you kill the Ruby Weapon.

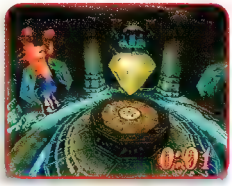
Crash time!

Dear EGM²,

I recently picked up your issue #42 and looked through your guide for Crash 2. I can't seem to get the clear gem in Level 3 and the yellow gem in Level 11. The strategy guide says there is a timer when you first hit the first check point...but to no avail, I do not see the timer on my copy of CB2. Is this a glitch in some of the games? I've been through half of the game and constantly go back to see if the timer pops up, but still no timer. Is there a requirement that I am missing?

Thomas Nguyen
Keizer, OR

Here's the key: The timer only kicks in if you've made it to that



Don't die and you will be able to get the big yellow gem in Crash 2.

point without dying (you can get hit as long as you don't die). If you die, you might as well quit and restart the level to get those gems. Good luck!

203.6 percent

Dear EGM²,

I just had a question about Castlevania. On page 112 in a small section labeled "The End is Near!," the writer says, "Using the Lost Level trick with Richter, it's possible to get 203.6 percent!" I'm afraid I must be missing something. The best I've ever been able to get with this trick and also using a GameShark code for infinite health for Richter is 194.9 percent with the final Boss room (which you can't save as having been in with Richter) bringing my total to 195 percent. How is 203.6 percent possible?

Aaron Burton
Waterford, MI

There are probably some areas that you didn't know you could get to with Richter. For example, there is a room in the Outer Wall that has a secret elevator that Richter can use. It clears a way to extra percentage points. You can also use some of your special moves to take you over spikes to other areas.

Who's that girl?

Dear EGM²,

Why is the flower girl's name spelled two different ways? My friend and I both have the game. On my copy her name is spelled AERITH and on my friend's copy, it is spelled AERIS. Why is this?

Griffin McCurry & Ben Ferguson
Florence and Killen, AL

WARNING: Final Fantasy VII game spoiler ahead!



Aerith is used in the Japanese version while Aeris is used in the U.S. version. Why change it? Only Sony knows for sure. Still, some editors here big on conspiracy theories are quick to point out that AERIS spells out RAISE—as in to raise her from the dead? Those associated with the game have said there's no way to resurrect her, but that hasn't stopped folks from sending countless letters saying that there's got to be a way...



Q&A

The Goddess answers what's the Mad Catz steering wheel's purpose, settles a boyfriend's gaming woes and explains why some of our readers are just so darn talented.

Lonely hearts

Dear EGM²,

I recently had a discussion with my girlfriend about my weekend activities. See, my life consists of role-playing and playing my favorite home console system for hours on end. Basically, she doesn't understand why I play video games; she says it's a waste of time. Even though I have tried to explain to her the joys of gaming, all she says is, "It just doesn't make sense."

My girlfriend thinks that video games have a negative impact on my mind. However, I've tried to explain that I owe all my creativity and imagination to games. Can you please explain it to her?

Ryan Komons
Winsted, CT

If your life indeed revolves around role-playing and gaming, then perhaps you need to try to INCLUDE your girlfriend in your activities! Don't tell her how cool games are...play a game or two with her. Also, if she has a negative attitude toward gaming, don't start her out with Doom or Tomb Raider (especially if she is the jealous type). Play a "cute-but-fun" game like Diddy Kong Racing, Jumping! Flash (1 & 2), Hermie Hopperhead or Bubble Symphony. After a while, she might even change her opinion and the two of you could share a common hobby—talk about having the best of both worlds!



Diddy Kong Racing is a cute game that couples can play together.

Drive that thing!

Dear EGM²,



I'm asking my mom and dad for a Mad Catz steering wheel for Christmas. However, I don't know what games would be best suited for it. Do you have any ideas?

Matthew Fanok
McDonald, PA

Hmmm...steering wheel? Hmmm...types of games? This is a stumper of a question, but if I had to venture a guess, it would have to be DRIVING GAMES!

Seriously, folks: For the most up-to-date info on all the newest peripherals, turn to issue #42 where EGM² test drove all the latest gaming gear.

Artistic wanna-bes

Dear EGM²,

I was just looking through the mag when I spotted the Letter Art section. I was wondering how these people draw so good? The only way I could draw that good is if I trace.

Wajahat Malik
Bellerose, NY

I agree that there are a lot of talented young artists in the world. However, when selecting Letter Art, we look for creativity. That means that most of the time the art is original, not something that was copied out of a book (we disqualify anything that appears to have been traced...that is why we only accept art that is on an ENVELOPE). For example, if an artist was to copy our cover this issue and submit it, he/she would have a harder time being selected than say a person who drew something simple yet unique.

Oldies too

Dear EGM²,

I think you should have a section with old Super NES and Genesis games.

Nathan Underwood
Queensbury, NY

There are so many new games being released that we wouldn't have space for old game guides every issue. However, maybe we could have one issue just for old games. What are your thoughts on this idea, readers?

WHAT IF?

OK, here's another chance to let your creativity really shine! Send your "What Ifs" in and maybe they'll get published in our mag! All you have to do is think of the weirdest possible thing you can imagine and write it down! Easy enough!

...PaRappa the Rapper was a country singer?
...Croc ate Mario?
...Dennis Rodman went out with Ru Paul?

Mike Niederquell
Clawson, MI

...the T-Rex from *Jurassic Park* was replaced by Barney?
...the aliens from *Independence Day* attacked the Death Star from *Star Wars*?
...Sylvester finally ate and digested Tweety?
...Homer Simpson met Al Bundy?

Alex Mojica
Carolina, PR

...Sega ran out of planets before Nintendo runs out of numbers?
...Kano got pink eye?
...King Kong was Donkey Kong's uncle?
...Mr. Potato-head was edible?
...Shang Tsung could cook? (If Shang can cook so can you.)
...There was another Final Doom?

Renee Ramos
Santa Rita, Guam

EGM² LETTER ART

Where Creativity, Your Favorite Video Game and A Stamp Can Make You Immortal*

Darryl Taylor
Louisville, KY





Micah Moegelin
Lompoc, CA

Rosemary Vargas
Houston, Texas



Deyon Singh
Brooklyn, NY



WINNER

Lee Camara, Atlanta, GA, won an ASCII Specialized Control Pad for the PlayStation.

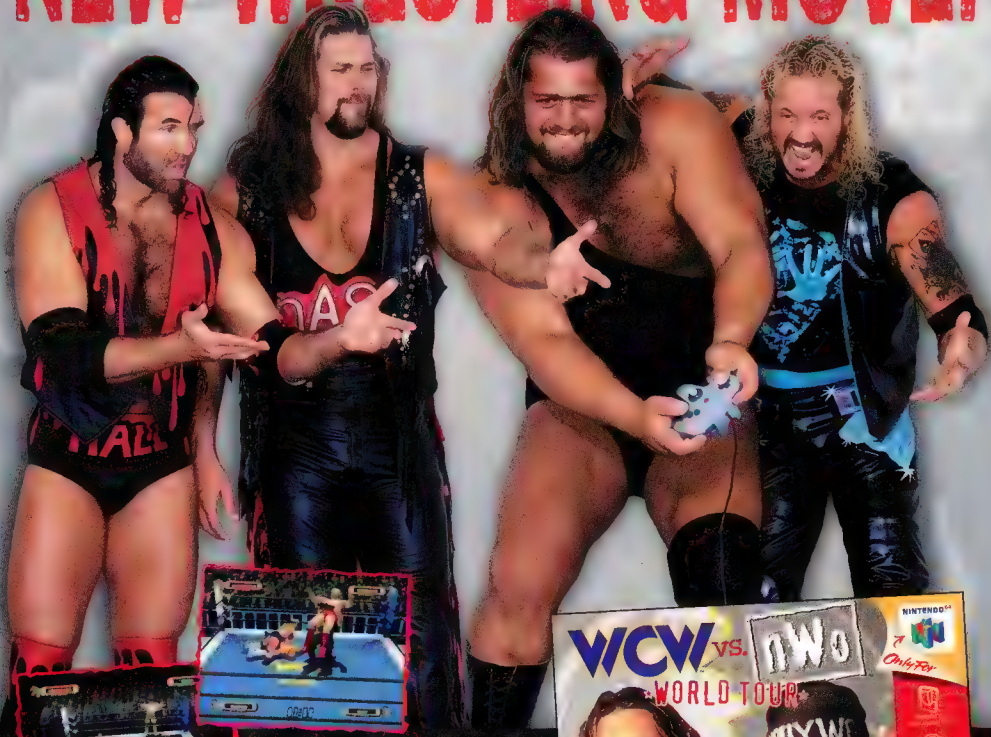




Put your creative skills to the test by decking out a plain #10 envelope (you know, the long business type) with your own unique touch. Send your letter art submission to: *EGM²* Letter Art, 1920 Highland Avenue, Suite 222, Lombard, IL 60148. (Note: Entries submitted on anything other than a #10 envelope will be disqualified.)

*Or at least get you in the magazine and win a controller from Ascii (first prize only).

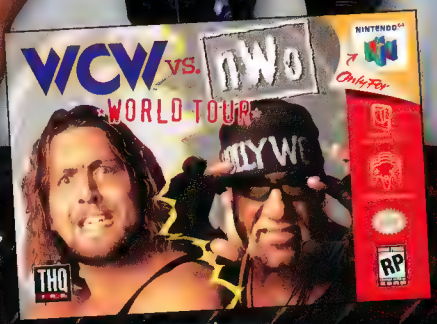
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– GamePro, July 1997

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THQ

ONLINE

The GameSpot Network features content from magazines like *Electronic Gaming Monthly*, *EGM²* and *Computer Gaming World*, in addition to content created by SpotMedia Communications.

videogamespot

Surf the Web in style on VideoGameSpot, the premier source of video game information on the Web. Nowhere else will you find a complete archive of previews, reviews and news for all of the top systems—PlayStation, Nintendo 64 and Saturn—plus arcade, too!



News



If you haven't had a chance to yet, check out the complete coverage of **Nintendo Space World '97**, perhaps the biggest show of the year featuring the Nintendo 64. Some of the major news features include:

- The 64DD add-on has been delayed until June for Japan. In addition, the 64-Bit Zelda and F-Zero games have been delayed until June and April, respectively. D'oh!
- Check out the first hands-on game preview of **The Legend of Zelda: The Ocarina of Time**. The story line apparently takes place before all the other Zelda titles.
- The N64 wasn't the only news at the show: Third-party publishers revealed new titles and controller plug-ins, such as a Game Boy Data Transfer Pak and a microphone.



These four screen shots from The Legend of Zelda: The Ocarina of Time show the depth of graphic detail in the 3-D worlds Link will be able to explore.

Game Calendar

Looking for data on your next game purchase? Visit the **VGS Game Calendar** in the News section. It's a listing of all release dates of games coming out in the next three months, with links to previews, reviews and news stories. Don't buy anything until you get all the facts here first!

ELECTRONIC GAMING MONTHLY & EGM²

Online

If you just can't get enough of *EGM²* (or our sister publication *EGM*) in print, check us out online! It's the only place where you'll get expanded coverage about our features, news, previews, reviews and strategy guides—as well as give you the chance to offer feedback! Here's just a snippet of cool info found in *EGM* Issue 102:



Nintendo leads the news this month, first with a detailed analysis of the obstacles facing the ***64DD*** add-on and with a look at the newly designed Super NES. Plus, there's a look at the life and tragic death of Gunpei Yokoi, perhaps best known for creating the Game Boy.

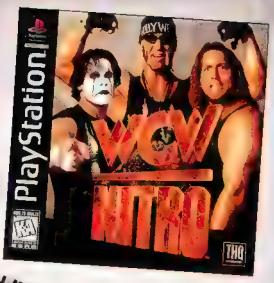
...International News: There's a new ***PlayStation*** on sale in Japan that has a built-in light-show program for playing audio CDs. It also comes with the Dual Shock analog controller, an improved model over the original dual analog pad.

...Quartermann hears that ***Sega***'s working on Virtua Fighter 3.5 and a Sonic RPG for the 64-Bit Dural system, which could be ready by the end of 1998.

www.videogames.com

For daily news updates from the editors of EGM, EGM², Electronic Gaming Monthly and Computer Gaming World visit: http://www.gamespot.com/egm/index.html

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"TOASTERS LIKE THIS DON'T COME WITH NEW CHECKING ACCOUNTS."

MACE DANIELS

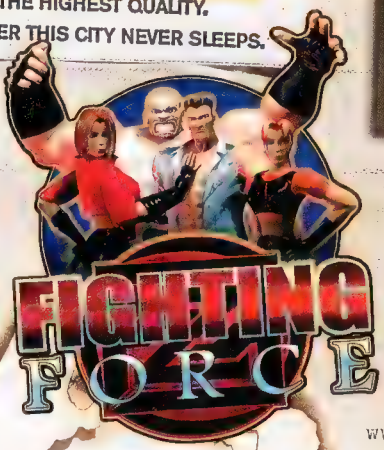


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tricks of the trade

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If your tricks is selected as the Trick of the Month, you will win a free GameShark provided by the people at InterAct. If you are given credit for submitting a great trick in this section, you will win a free game. For more details and rules on the contest, read the text below. E-mail your tricks and cheats to: **tricks@zd.com** and be sure to include your name, address, city, state and zip. Or you can mail your tricks to:

Tricks of the Trade
1920 Highland Ave. Suite 222
Lombard, IL 60148

Contests like this are only found in the Best Video Game Mag, *EGM²*!

TRICK OF THE MONTH

Diddy Kong Racing

System Nintendo 64 **Publisher** Nintendo



All the following codes must be entered from the Magic Codes Screen.

Horn Cheat:	BLABBERMOUTH
Two-Player Adventure:	JOINTVENTURE
All Balloons are Yellow:	BODYARMOR
All Balloons are Rainbow:	OPPOSITESATTRACT
All Balloons are Green:	TOXICOFFENDER
All Balloons are Red:	BOMBSAWAY
All Balloons are Blue:	ROCKETFUEL
Disable Weapons:	BYEBYEBALLOONS
No Limit to Bananas:	VITAMINB
Bananas Reduce Speed:	BOGUSBANANAS
Disable Bananas:	NOYELLOWSTUFF
Zap the Zippers:	ZAPTHEZIPPERS
Ultimate AI:	TIMETOLOSE
Maximum Power-up:	FREEFORALL
Start with 10 Bananas:	FREEFRUIT
Music Menu:	JUKEBOX
Big Characters:	ARNOLD
Small Characters:	TEENYWEENIES
Select Same Player:	DOUBLEVISION
Display Credits:	WHODIDTHIS
Four-Wheel Drive:	OFFROAD



To enable these cheats, you must go into the Options Screen and enter into the Magic Codes Option. You can then turn them on and off at will, until you turn off the power. If you turn off the power, you will need to re-enter the codes again.

Phearith Chau
Philadelphia, PA

Experiment around to see what code combinations give you the greatest advantage.



Cheat Sheet

Racing Cheat Codes

With the codes above, you will be able to affect the races in many ways. These changes help as well as hurt your chances.

POWER TRIP

worthless | useful | godlike

NHL 98

System PlayStation **Publisher** EA

Only one of these codes can be entered at a time. Each one changes how the players appear during a game.

Mini Players:	NHLKIDS
Huge Heads:	BRAINY
Huge Players:	BIGBIG
Stanley Cup Video:	STANLEY
Huge Goalies/Small Players:	PLAYTIME

Chris Chugg
Batavia, NY



Rick Stewart © 1997 Allsport



Enter PLAYTIME to get a truly humorous-looking hockey game.

Cheat Sheet

Change Players

Enter any one of these codes to affect the look of your players on the ice. However, only one of the codes can be entered at a time.

POWER TRIP

worthless | useful | godlike

Contest Rules:

1. **No Purchase Necessary:** To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Trade", 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148, or e-mail us at egmtips@emcs.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by January 23, 1998. All entries become exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, misrouted, late, illegible, incomplete, postage-due, or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization, or household per issue. Winning entries may be printed in EGM² and/or EGM. However, only one prize shall be awarded.

2. **Prizes:** First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of $60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize awarded) one (1) GameShark. Grand Prize has an approximate retail value of $100.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (25%); (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about January 25, 1997. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.

3. **Odds of Winning:** The number of winners and the odds of winning will be determined by number of valid entries received.

4. **Eligibility:** Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff-Davis Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Ziff-Davis Inc., InterAct Accessories nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff-Davis Inc., InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.

5. **Winners List:** For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Tricks of the Trade Winners List," 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. Requests for winners lists must be received by the 15th day of next month following the on-sale date of the publication. Allow 4 weeks for delivery of winners list.

6. **Restrictions:** Void where prohibited or restricted by law. All federal, state and local regulations apply.

7. **Sponsors:** This contest is sponsored by Ziff-Davis Inc and InterAct Accessories, Inc. ©1997 Ziff-Davis Inc. All Rights Reserved. Printed in USA

tricks of the trade

GoldenEye

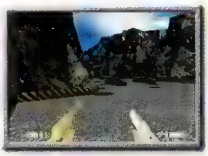
System
Publisher
Cheat Sheet: Gives Different Paired Weapons
hot

Press and hold the A button. Before you cycle forward press Z twice. Then release the A button, press A once and press Z to fire.

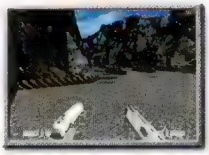


Long range with short power combine in this one.

This weapon cheat is very cool to do...if you can do it. To do the trick you must first have two of the second set of paired weapons out. Then press and hold the A button. Before you cycle forward to the next weapon press Z twice. Release the A button and press A once. Press Z two or three times to fire your weapons. If done correctly the last shot should have locked your gun in place long enough for the next gun to cycle into your hand. If you have gotten the All-Weapons code, you can get some really dangerous combinations. If you are really having a problem with this code, try to just jag on the controller while randomly firing off weapons. You may get lucky.



Not to worry if you miss with the Golden gun in this combo.



Remember you must be able to pair the weapons to get them.

San Francisco Rush

System
Publisher
Cheat Sheet: Change game controls and more
hot

Enter these codes to change your car's appearance, the track's appearance and the game controls.

Enter these cheats where it is required to get a couple new cool effects.

These codes are done on the Car Select Screen:

Back Tire Size: Press and hold Right C, then Left C. Release and reverse.
Car Size: Press and hold Down C, then Up C. Release, then press Up C, then Down C. Release to activate code.
Drive Burning Hulk: Hold Up C and press Z, Z, Z, Z.
Front Tire Size: Press and hold Left C, then Right C. Release. Then, press and hold Right C, then Left C. Release.
Turn Car Into Mine: Press Right C, Right C, Z, Down C, Up C, Z, Left C, Left C.

Do these codes on the Setup Screen:



Change Track Texture: Press and hold Right C, then the L button. Release and press Z. Repeat.
Resurrect In Place: Hold the Z button, then press and hold Left C then Right C. Keep holding the Z button but release the others. Press and hold Right C then Left C.
Upside Down Mode: Press U, R, D, L, D, R, U, L on the control pad.

Do these on the Options Screen:

Foggy Night: Highlight "Fog," hold all four C buttons, then press left or right.
Mirror Controls: Highlight "Mirror," hold all four C buttons, then press left or right.
Tag Mode: Hit the abort button during the countdown sequence at the start of a two-player practice game.

John Emau
Bainbridge, WA

NCAA GameBreaker 98

System
Publisher
Cheat Sheet: Secret Teams and Options Codes
hot

Enter the codes at the Easter Egg screen (keep pressing Down on the D-pad at the Title Screen to find it). The codes unlock hidden teams/options.

Enter these codes at the Easter Egg Screen to get special options or special teams. The Easter Egg Option is below the Memory Card Option in the Main Menu.

SC: Win all games in simulator
BOOST: Give season team boost in simulator
BEAT DOWN: Make season team all 99s in game
JUMP: Change teams during a season
GIMME: Activates all all-time teams
BUILDER: Make a player with high attributes
CREDITS: Show credits
Ala 89: Alabama '89
Ala 92: Alabama '92
ASU 96: Arizona State '96
Col 89: Colorado '89
Fla 95: Florida '95
Fla 96: Florida '96
FSU 92: Florida State '92
GB98 Allstars: GameBreaker '98 All-star team
Miami 83: Miami '83
Miami 85: Miami '85
Miami 86: Miami '86
Miami 89: Miami '89
Miami 91: Miami '91
Miami 92: Miami '92
Miami 94: Miami '94
Mich 91: Michigan '91
Neb 83: Nebraska '83
Neb 91: Nebraska '91
Neb 92: Nebraska '92
Neb 93: Nebraska '93
Neb 95: Nebraska '95
Neb 96: Nebraska '96
ND 89: Notre Dame '89
ND 90: Notre Dame '90
OSU 96: Ohio State '96
Okla 79: Oklahoma '79
Okla 87: Oklahoma '87
Penn 78: Penn State '78
Penn 82: Penn State '82
Penn 85: Penn State '85
W Vir 88: West Virginia '88



The Easter Egg Menu is one step below the Memory Card Menu.

Pandemonium 2

(Crystal Dynamics/PS)

Level Passwords

Enter these passwords to skip to any level in the game.

Level 1: EMIAGCAI
Level 2: OMACCBAI
Level 3: FAIAGCBI
Level 4: FEKAGCCA
Level 5: LGBFIICE
Level 6: LMBBIIEE
Level 7: IEBBIIGF
Level 8: KNBBIIAI
Level 9: LGBJIICI
Level 10: LOBJIIEI
Level 11: IGBJIIGJ
Level 12: FFCAGCCG
Level 13: FHCAGCCK
Level 14: FJKEGCDC
Level 15: FLKEGCDK
Level 16: ADIKBIIB
Level 17: ADMIBIID
Level 18: MAECCBEI



Clayfighter 63 1/3

(Interplay/N64)

Open Secret Option Menu

To open up a secret menu under the Options Menu you must first go to the Character Selection Screen. From there you must hold down the L button and hit the up C, Right C, Left, C, Down C, B, A, and A buttons. There will be a flash to confirm that the code has worked. Hit the B button to back up and then go to the Options Menu to access the new Secret Options available.

via the internet from
dragon_lord5@juno.com



tricks of the trade

Resident Evil

(Capcom/Saturn)
Battle Game

There is a special mode where you are given most of the weapons and a ton of ammo plus are charged with killing as many enemies as you can. To get this mode, you must start a normal game and save anywhere. Then reset the game, and when it comes to the Title Screen, hold X, Y, Z on controller two, then press Start. You should then be able to select the new Battle Mode.

Joseph Welch
Brooklyn, NY



Duke Nukem 64

(GT Interactive/N64)
Cheat Menu

To access the Cheat Menu, go to the title screen and hit Left, Left, L button, L button, Right, Right, Left, Left. This will open the menu up. Then hit R button, Right C, Right, L button, Left C, Left, Right C, Right. This will open up the All Items Option in the Cheat Menu. Both of these codes must be entered from the main screen.

Benjamin Yavitz
St. Louis, MO



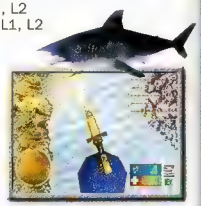
Treasures of the Deep

System PlayStation **Publisher** Namco

To get the effects of these codes, you must start a game and then pause it as soon as you can. From the Pause Screen enter the codes. You will hear a ding if the code has worked.

D=Down, U=Up, L=Left, R=Right, X=X button, S=Square, T=Triangle, C=Circle

All Equipment: D, X, L, S, U, U, T, T, R, R, C, C, L1, L1, L1, L1, R1, R1, R1, R1, L2, L2, L2, L2, R2, R2, R2, R2.
All Missions Available: D, X, L, S, U, U, T, T, R, R, C, C, D, R, U, L, T, X
All Missions Complete: D, X, L, S, U, U, T, T, R, R, C, C, S, X, X, X, S, T, T, T, S, X, X, X
All Weapons: D, X, L, S, U, U, T, T, R, R, C, C, R1, R1, R1, R1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2
Banana Bombs: D, X, L, S, U, U, T, T, R, R, C, C, X, U, T, D
Complete Current Mission: D, X, L, S, U, U, T, T, R, R, C, C, T, T, T, D, D, D
Double Time on Shark Attack: D, X, L, S, U, U, T, T, R, R, C, C, L2, L2, L2, R1, R1, R1, R2, L1
Extra Continues: D, X, L, S, U, U, T, T, R, R, C, C, R2, R2, R2, L2, L2, L2
Extra Gold: D, X, L, S, U, U, T, T, R, R, C, C, R1, R2, L1, L2, R1, R2, L1, L2
Get Tablet Piece: D, X, L, S, U, U, T, T, R, R, C, C, L1, L2, L1, L2, S, C
Hunting License: D, X, L, S, U, U, T, T, R, R, C, C, R2, R1, L2, L1
Infinite Air: D, X, L, S, U, U, T, T, R, R, C, C, T, C, X, S, U, R, D, L
Infinite Health: D, X, L, S, U, U, T, T, R, R, C, C, T, T, X, X
No Currents: D, X, L, S, U, U, T, T, R, R, C, C, R1, L1, L2, R2, X
Open All Doors: D, X, L, S, U, U, T, T, R, R, C, C, X, C, T, S
Overhead Camera: D, X, L, S, U, U, T, T, R, R, C, C, T, S, X, S
Pass Through Objects: D, X, L, S, U, U, T, T, R, R, C, C, S, S, C, C
Refill Air and Health: D, X, L, S, U, U, T, T, R, R, C, C, U, D, L, R, X, X
Reveal Map: D, X, L, S, U, U, T, T, R, R, C, C, S, X, C, X, S
Super Speed: D, X, L, S, U, U, T, T, R, R, C, C, R1, R2, R1, R2, R1, R2
Turn Off Crosshairs: D, X, L, S, U, U, T, T, R, R, C, C, T, X, U, D
Unlimited Payload: D, X, L, S, U, U, T, T, R, R, C, C, T, U, X, D



With all these codes you should be able to beat anything!

Michael Waller
Rego Park, NY

Cheat Sheet
Many Gameplay Codes

Enter the game and then pause. Enter these codes to affect gameplay. You will hear a ding if the code works.

POWER TRIP

MK Mythologies

System
Publisher
hot
Cheat Sheet Game Cheats

Enter these codes in the Password Screen to get bonus items or skip to the end level. You can also see the credits and a special FMV.

Enter these codes in the Password Option.

10 Urns of Vitality: NXCVSZ
1000 Lives: GTTBHR
View Credits: CRVDTS
Ultimate Cheat: ZCHRRY
(If you are killed using this cheat, quickly press L1 to fight Quan Chi or L2 to fight Shinnok.)
Rock Boss Explode: RCKMND

Collier Mallory
Tallahassee, FL



Use the ultimate cheat and the 1000 lives to easily win.

Top Gear Rally

System
Publisher
hot
Cheat Sheet Many Cheats

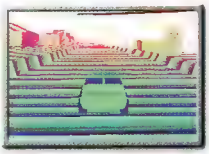
Enter these codes to alter the way the car looks. By entering some of these codes, you can also alter the way the track looks while in play.



Use the color change code to customize your car even more.

Here are various cheats and secrets. These first two codes must be done while in a race.

PlayStation Mode: B, L, R, U, L, Z, R
Rainbow Mode: C Down, Z, B, U, U, R
Car Color Changes: Before you select your car, hold down the L and R shoulder buttons and all four C buttons, and press either Up or Down. After you do that hold the L and R shoulder buttons, either Up or Down on the control pad and press any C button.
Mirror Car: After you finish the fifth year (and all six of the seasons), click on the lower C button at the Car Selection Screen.



The Rainbow Mode is interesting but hard to drive in.



Larry Marsh
Rio Dell, CA

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PlayStation

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tricks of the trade

Croc: Legend of the Gobbos

(Fox Interactive/PS)

Level Select

With this code you will have access to all of the levels, including the secret one. Enter the password as: Left, Left, Left, Left, Down, Right, Right, Left, Left, Down, Right, Down, Left, Up, Right.



Ogre Battle

(Atlus Software/PS)

Bonus Fight/Music Test

For each of these cheats to work you must start a new game and enter your name as the password.
FIRESEAL: This will put you in a battle against a huge enemy force.
MUSIC/ON: Enter this name as the password to listen to any of the music tracks.



Armored Core

(SCEA/PS)

First-Person Perspective

To get this code to work you must pause the game then hit Square+Triangle+Start. The game should unpause and you should be in a first-person perspective.

John Bacon
Old Bridge, NJ

Abe's Oddysee

System
Publisher
Cheat Sheet: Levels/Cinemas
hot

You must enter these codes at the Main Menu Screen. They will give you access to see all of the cool-to-watch movies or allow you to go to any level.

Enter these codes at the Main Menu of the game.

Level Select:
Hold down R1 and press D, R, L, R, Square, Circle, Square, Triangle, Circle, Square, R, L.

View all Movies:
Hold down R1, U, L, R, Square, Circle, Triangle, Square, R, L, U, R.



Enter all of these codes from this screen.

Madden 98

System
Publisher
Cheat Sheet: Secret Teams and Stadiums
hot

Enter these codes under the new Player Option. Along with a bunch of teams you can also get some secret stadiums.

Enter these codes under the Create-A-New Player Option to activate them as playable.

EXTRA TEAMS:
Tiburon - LOIN CLOTH
All Time Leader - LEADERS
EA Sports - ORRS HEROES
All '60s - PAC ATTACK
All '70s - STEELCURTAIN
All '80s - GOLD RUSH
All Time Madden Team - COACH
NFC - ALOHA
AFC - LUAU

HIDDEN STADIUMS:
Wild West Town - GHOST TOWN
Cleveland Browns Stadium - DAWGPOUND
RFK Stadium - OLDDC
Old Oakland Stadium - SNAKE



Enter all the codes here. The extras will then open up.



After entering the codes, check here for some killer stadiums.

Old Miami Stadium - DANDAMAN
Astrodome - JETSONS
Old Tampa Bay Stadium - BIG SOMBRERO
Tiburon Stadium - SHARKSFIN

Chris Bryant
Orangeville Ont., Canada

Nuclear Strike

System: PlayStation Publisher: EA



All passwords must be entered here.



With the EAGLEEYE password you can scout Mission 1 without fear.



Enter LIGHTNING to get to the secret mission.

For any of these codes to work you must go into the Password Screen. From there enter these codes just as they are typed.

This password allows you to fly over the first mission without being shot at:
EAGLEEYE

To get four continues:
PHOENIX

To get five continues:
WARRIOR

To be able to fly longer without having to refuel your craft:
MPG

Here are the codes for the levels again as well:
Level 1: JUNGLEWAR
Level 2: CUTTHROATS
Level 3: COUNTDOWN
Level 3B: PLUTONIUM
Level 4: PUSAN
Level 5: ARMAGEDDON
Bonus: LIGHTNING

Brandon Masko
Oconomowoc, WI



Cheat Sheet
Game Cheats and Level Passwords

Enter these passwords to upgrade your plane or give yourself some added protection. Use the level passwords to skip through the game.

POWER TRIP

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October 1997

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PlayStation

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TRICKS OF THE YEAR 97

The Code Wizard is no longer with us. He has fallen victim to one of his many experiments and turned himself into a water fountain. My name is the Code Cowboy, and in future issues, I will be throwing some of the most up-to-date tricks that I can at you. Welcome to the jungle, baby!

Nintendo 64

DOOM 64

Ultimate Password

This password takes you to The Absolution with a three-beam version of the alien weapon and all the keys you need to unlock the special switches on this level. For all this and more, enter the password "W93M-7H20 BCYO PSVB."

Level Codes

These passwords will take you to some of the hardest levels in the game. On the Title Screen, go into the Options. From the Options, choose Password and enter these codes as shown:

The Terraformer:
CB92N8PLSYL?JO27
Main Engineering:
BXYH?G416Z4JPJ?Z
Holding Area:
CYCCMGPKX47GTS2B
Tech Center:
CF3?PG6DS12ZPFKB
Alpha Quadrant:
BXROTH1F52GG7W?B
Research Lab:
BBXWHLGSX88F4RKB
Final Outpost:
FVV9FL55QGFVDWJB
Even Simpler:
FFLBMQ6CVV1CPF1B

F1 POLE POSITION 64

Extra Car

After you've become World Grand Prix Champion, turn on the system and hold A and B when the screen "Now loading the data from controller pak..." appears. Now go to the Driver Selection Screen, and you'll notice that the '96 Forti drivers will now have an Ubi Soft Original H-RA V12 Car. NOTE: You need a Controller Pak to enter this code.

FIFA 64

Crowd Cheering

While in play, press any direction to make the crowd boo another team. After scoring a goal, press the C buttons to make various sounds.

GOLDENEYE 007

Same Player In Multiplayer

Here is a fun cheat that will enable you to play in Multiplayer Mode using two of the same character. To do this, you need four controllers plugged in. Enter Multiplayer Mode and select four characters with each controller, having players three and four being the duplicates. Then go back to the Multiplayer Screen and unplug controllers three and four. Have players one and two then choose the players three and four were. Then go back to the Multiplayer Screen once again and plug players three and four back in. Be sure to change the Player Option back to four. Now when you begin your match, there should be two of the same characters.

KI GOLD

Gargos Code

To access Gargos: At the character profile demo, press Z, A, R, Z, A, B. You'll hear Gargos laugh. Now he is selectable.

All Options

At the character profile demo press Z, B, A, Z, A, L. If done correctly you will hear the announcer say, "Perfect."

MARIO KART 64

Mirror Mode

Basically, this is more of a method involving driving skills than a trick itself. You must earn a gold cup in every course you race. Do this for every class (50cc, 100cc and 150cc) and you'll get a new Title Screen. Plus, a Mirror Mode Option will now appear under the 150cc option. All of the tracks in the game will now be reversed!

NBA HANGTIME

Cheat Codes

Enter these codes at the Tonight's Matchup Screen.

Tournament Mode	111
Baby Mode	025
No Goal Tending	937
Turbo Passing	120 or 127
Max Blocking	616
Max Speed	284
Max Stealing	709
Hyper Speed	552
Stealth Turbo	273
Unlimited Turbo	461
Max Power	802
No Music	048
No Shoving	390
Shot Percentage	Rotate the joypad once
Big Heads	Hold Up and press Turbo + Pass
Huge Heads	Press Up, Up, Pass, Turbo
No Tag Arrow	Press Left, Left, Pass, Turbo
No Drifting	Press Down, Down, Steal, Turbo
Turbo ABA Ball	Hold Right and press Steal
Rooftop Jam	Hold Left and press Turbo, Turbo, Turbo

Hidden Characters

For the following characters, enter the name as your name and enter the PIN number.

Ahrdwy	0000 (Penny Hardaway)
Amrich	2020 (Dan Amrich)
Bardo	6000
Carlos	1010
Cliffr	0000 (Cliff Robinson)
Daniel	0604
Danr	0000 (Dan Roan)
Davidr	0000 (David Robinson)
Divita	0201 (Sal Divita)
Dream	0000 (Hakeem Olajuwon)
Eddie	6213
Elliot	0000 (Sean Elliot)
Eugene	6767
Ewing	0000 (Patrick Ewing)
Ghill	0000 (Grant Hill)
Glennr	0000 (Glen Rice)
Hgrant	0000 (Horace Grant)
Jamie	1000 (Jamie Rivett)
Japple	6660
Jason	0729
JC	0000
Jigget	1010
Jtor	0503
Jonhey	6000 (Jon Hey)
Johnsn	0000 (Larry Johnson)
Kemp	0000 (Shawn Kemp)
Kidd	0000 (Jason Kidd)
Kombat	0004 (Ed Boon)
Malone	0000 (Karl Malone)
Marius	1003
Marty	1010
Webber	0000 (Chris Webber)
Mednik	6000
Miller	0000 (Reggie Miller)
Minife	6000
Morris	6000 (Air Morris)
Mortal	0004 (John Tobias)
Motumb	0000 (Dikembe Motumbo)
Mourni	0000 (Alonzo Mourning)
Munday	5432 (Larry Munday)
Mursan	0000 (Gheorghe Muresan)
MXV	1014
Nick	7000
Nfunk	0101 (Announcer)
Nobud	1010
North	5050
Patf	2000
Perry	3500 (Joe Perry)
Pippen	0000 (Scottie Pippen)
Quin	0330
Rice	0000 (Glen Rice)
Rodman	0000 (Dennis Rodman)
Root	6000 (John Root)
Shawn	0123
Smits	0000 (Rik Smits)
Sno	0103 (S. Oursler)
Stackh	0000 (Jerry Stackhouse)
Starks	0000 (John Starks)
Turmel	0322 (Mark Turmell)
Webb	0000 (Spud Webb)

PILOTWINGS 64

Warp to San Francisco

With this trick you can warp from New York to San Francisco. Start on Little States Island and select either the Rocketbelt or the Gyrocopter. Travel west from Central Park to the building with an open door. Walk inside past the N64 logo, and look for another door to exit. You'll find yourself in San Francisco.

Warp to Washington

In Florida, fly to the small warehouse. You should see a small opening. Enter it and check out the details. When you leave you'll find yourself in Washington! To return to Florida, simply re-enter the warehouse.

Birdman Stars

Holiday Island—Under the natural arch on the beach
Crescent Island—In a hidden cove on the beach
Little States Island—In Central Park in New York
Arctic Island—Deep inside the cave that is the source of the elaborate waterfall

Of course the star turns you into the Birdman suit, unless you're already flying the Birdman. All of those, with the exception of Holiday Island, are nearly impossible to get without using the jetpack.

STAR WARS: SHADOWS OF THE EMPIRE

Cheat

To play as one of the bad guys start a new game and enter the name " Wampa Stompa " (Note that there is a space before the word Wampa and two spaces in between these words. Also note that these two words are case sensitive and should be entered exactly as they appear.)

After carefully entering the name, select the Medium difficulty setting. Now simply start the Battle of Hoth mission. Once the battle has begun, pause the game, go to the Options Menu and select the Control Option. Change the controller selection to the TRADITIONAL setting. Now resume the game and shoot all of the probe droids. The second part of the Hoth battle will begin and the AT-STs will come out. Once this has happened, simultaneously press Left on the D-pad and the Right C button. Then immediately press up on the D-pad. Now press the Right C button to toggle in between the Snow Speeder and the AT-ST. If it didn't work, simply try pressing Left on the control pad while pressing the Right C button. Then Up on the D-pad again.

AT-ST controls: D-pad controls the AT-ST. Press up on the D-pad to fire.

WAMPA

To play as the Wampa, you must have done the above name entry procedure. Then, get to the second part of the Hoth battle "Escape from Echo Base." Once you have started as Dash, simultaneously press Left on the D-pad and the Right C button. Then immediately press up on the D pad. Now press the Right C button to toggle between the Wampa and Dash.

STORMTROOPER

To play as a stormtrooper you must have done the above name entry procedure. Then, get to the second part of the Hoth battle "Escape from Echo Base." Once you have started as Dash, simultaneously press Right on the D-pad and the Right C button. Then immediately press up on the D-pad. Now press the Right C button to toggle in between the stormtrooper and Dash.

WAVE RACE 64

Dolphin Ride

Choose Stunt Mode from the Main Menu. Then select your watercraft. You must make sure that you choose Dolphin Park on the Course Select Screen. Begin your race. To get the trick to work, you must pass through every ring and perform every stunt within the course. Once you do this, you will hear a dolphin squeak at you. Now, go back to the Main Menu and choose Championship Mode with the skill of Normal. Pick the Warm Up Option and when choosing your watercraft, hold Down on the analog stick and press the A button until you start your race. Now you will be in Dolphin Park riding on the back of a dolphin instead of your Jet Ski!

WAYNE GRETZKY 3D HOCKEY

Special Teams

Go to the Options Screen and enter the code. Hold the L button and then press on the C buttons: Right, Left, Left, Right, Left, Left, Right, Left, Left. If done correctly, a series of numbers will appear at the bottom of the screen. Then go to the Team Select Screen and scroll through the teams until you reach the hidden four: USA, Canada, 99ers and the Williams team.

Various Cheats

In order to change the players' attributes, go to the Options Screen. Press and hold any of the C buttons and then press R (shift). By doing this it will change the "Specials" numbers at the bottom. Enter the following for various results:

1100000=Small heads
0100000=Giant heads
1101100=Giant players, small heads
0101100=Giant players, giant heads
0001010=Giant players
0110010=Midget players, giant heads
0000100=Crunched players
0000010=Elongated players

To turn players invisible, go into the "Replay" Option before the faceoff and press L or R. While the players are flashing press the Z button to make them disappear. Then continue your game to see your invisible player.

PlayStation

2XTREME

More Air Tricks

These codes will give you more tricks to do in the air for each of the events.

Skateboarding: Triangle, X, Square, Circle.
Snowboarding: Triangle, Square, X, Circle.
Rollerblading: Circle, Square, X, Triangle.
Mountain Biking: X, Square, Triangle, Circle.

3D LEMMINGS

Last Level Password

Enter the code, BABIRUSA at the Password Screen and press end to skip ahead to the final mission.

Mayhem Level Passwords—Here are the codes for the Mayhem Rating of 3D Lemmings:

01. Garganey
02. Kaoliang
03. Marocain
04. Obtemper
05. Tastevin
06. Vellozia
07. Borachio
08. Jackaroo
09. Coolamon
10. Banausic
11. Faburden
12. Reckling
13. Mirliton
14. Opapanax
15. Bimbashi
16. Caatinga
17. Penstock
18. Springal
19. Babirusa

Level Select

To access a Hidden Level Select Screen, select the Password Option. At the Password Screen, enter: LAMPWICK. If entered correctly, "Password Correct" will appear. Select the difficulty you wish to play. After you choose Play, you will be taken to the screen full of levels (up to 80) to choose from!

ADIDAS POWER SOCCER

Dream Team Code

At the Main Title Screen (Start/Option Screen), press Start to begin a game. Then when the Team Selection Screen appears, enter the code: L2, R2, Square and X simultaneously. If done correctly, DREAM TEAM will appear as your newly chosen team. Then begin your game.

ROBOTRON X

Instant Power Ups

Well, here are the key combinations to most of the power-ups in the game. Just enter them while playing within your game.

For the Flamethrower enter: Down, Right, Down, Right, Circle.
For the Pulse Wave enter: Up, Circle, Down, Right, Square.
For the Speed Boost enter: Left, Left, Right, Right, Triangle.
For the Shield enter: Down, Left, Square, Circle.
For the Two-Way Weapon enter: Up, Triangle, Up, Triangle.
For the Three-Way Weapon enter: Right, Right, Square, X.
For the Four-Way Weapon enter: Down, Down, Up, Circle.

RUSH HOUR

Game Cheats

Just go to the Press Start Screen and enter any of the following to receive various options within the game. You will hear a sound if entered correctly.

For the Hidden Track press: X, Up, Triangle, Down, R1 and L1.
For the Hidden High Performance Cars press: Up, Left, Right, X, Circle and Square.
For Reverse Championship press: Left, Triangle, R1, Circle, L1 and Down.
For Super Championship press: Right, Square, Left, Circle, Up and X.

SAMURAI SHODOWN 3

Play as Boss

Here's a way to play as the hidden Boss, Zankuro! To select him, choose Vs. Mode and go to the Character Select Screen. Hold down the Start button and highlight the following characters in order: Start on Haohmaru and then go to Genjuro, Basara, Kyoshiro, Ukyo, Rimruru, Haohmaru, Shizmaru, Nakoruru, Hanzo, Amakusa, Gaira, Galford and then Shizmaru. Keep holding Start and then press X and Circle at the same time. Zankuro should then appear as a selectable character. Now you will be able to play as Zankuro.

SOVIET STRIKE

Cheat codes

These codes will give you some incredible cheats in Soviet Strike. Just go to the Load/Save Option and choose "Enter." When the password box appears, put in these codes for various results:

IAMWOMAN–This code replenishes your armor back to 1500 after reaching 0.
MOUNTANDEW–This replenishes your fuel back to 100 after it depletes to 0.
NOSFERATU–This code will let you start the game with seven attempts instead of the regular three.
ELVISLIVES–This code will grant you unlimited lives.
SADISSA–This code will let you begin with four attempts.
EARTHFIRST–This code will grant you infinite fuel.
QUAKER–This code will grant you a peaceful world.
MIDNIGHOIL–This code will grant you infinite ammo, fuel and an invincible chopper.
FUGAZI–This code will grant you infinite ammo, fuel and attempts.
THEBIGBOYS–This code gives you infinite ammo, fuel, attempts and double the damage.
GHANDI–All of the enemies and civilians follow your chopper around.
ANGRYLOCAL–The locals are invincible and try to kill you!

SPIDER

Game Cheats

To enter them, just begin your game and then pause. While paused enter the following.

To Refill Weapons/Power enter: Triangle, X, X, X, Circle, X, Square, Triangle, X, Triangle, Circle. If done correctly, the spider should regain power and weapons. Do as often as you wish to advance further.

To Turn into a Flea enter: Triangle, Square, Circle, Triangle. Spider should then shrink down to the size of a flea. Continue your game and you will notice that moving Spider is a little harder, now that you can't even see him!

SPOT GOES TO HOLLYWOOD

Various Cheats

When at the Title Screen press the following sequence: Triangle, Up, Right, Down, Left, Triangle, Left, Down, Right, Up, Triangle. This will activate the "Cool Menu" on the Title Screen. Select this Menu Option with the X button and you can Open All Levels which allows you to play any level of the game, in any order. When this has been activated, on the Level Select Screen, if you hold down the Square button and press Start, you will be able to see all the flicks in the game, except the "Making Of." Also, when the cool menu has been activated, when you pause the game while playing and then hit the Square button, you will receive 50 lives!

STEEL HARBRINGER

Game Cheats

Just enter the codes after pausing within your game. You should hear a sound and see the results, if the code was entered correctly.

To access Full Health press: L2, L2, R2, R2, Up, L1, Up and R1.
To access Full Ammo press: Left, Left, L1, R2, Square, R1, Right and Right.
To access All Weapons press: X, Triangle, R2, Triangle, X, L2, R2, Down, L2, Square and Right.

Note: Be cautious of how many times you enter each code. There is a limit.

STREET RACER

Game Cheats

Go to the Options Screen and then highlight "Cup Password." Then, enter any of the following codes for various results.

For Advanced Options enter: turgay
then adjust your settings the way you want and begin your game.
For access to the Platinum cup enter: dougai
For access to the Silver cup enter: trafik
For access to the Gold cup enter: nejati
After entering the cup codes go to the "Cup Select" Screen to choose your cup you wish to race for.

SUIKODEN

Money Trick

Here is a great way to build up your money. Just be sure you have 10,000 bits on you and go to the town of Rockland. You will meet a lady that plays the cup game. She will ask you how much you wish to bet—100, 1,000 or 10,000. Bet your 10,000 bits and choose the cup on the right. You should win the game and gain the money. Then quit and go back to the lady and play the cup game again. Bet another 10,000 bits and choose the cup on the right. Keep doing this until you receive all the money you want.

SUPER PUZZLE FIGHTER 2

Hidden Characters

Now you can access the hidden characters in Puzzle Fighter 2. If you haven't already found them in this game, we've done the work for you. Just go to the Character Select Screen and highlight Morrigan. Now hold the Select button. Then follow the instructions and enter the following codes for each character as shown here:

For Akuma press: Down, Down,

Down, Left, Left, Left and then any button.
For Dan press: Left, Left, Left, Down, Down, Down and then any button.
For Devilot press: Left, Left, Left, Down, Down, Down. Then hit any button when the timer reaches "10."
For Hsien-Ko's Paper Talisman move the cursor to the right one square and then hit any button.
For Anita move the cursor to the right two squares and then hit any button.

TECMO WORLD GOLF

Game Cheats

All are done by going to the Options Menu, except for the Metallic Player code. Just enter the following methods to gain access to the various cheats.
To Change Wind Direction: Go to the Options Menu and select "Function." Then select "Time Set." Set the clock to 12:34:56 and then press Square and Triangle simultaneously. If done correctly, a screen will appear with the option to change the wind direction in the game.
To Move Ball During Game: Go to the Options Menu and select "Function." Then select "Time Set." Set the clock to 06:19:56 and then press Triangle and X simultaneously. If done correctly, a screen will appear with the option to move your ball anywhere on the course. Talk about a cheat!
To Move Cup Position: Go to the Options Menu and select "Function. Then select "Time Set." Set the clock to 15:14:38 and then press Triangle and Circle simultaneously. If done correctly, a screen will appear in which you will be able to move the cup around the green. Who would want to do that?
To Change Players' Colors: Go to the Option Menu and select "Function." Then select "Music" and turn to Off. While holding the Triangle button down, press R1 or R2. Note: This will only work when the ball is in the T-UP stage.
For Metallic Player: When your are customizing a character, enter the name: R.Masel. Note: Be sure that there is no space between the period and Masel. The face of Bob must be chosen. Then go into the game, and when the Loading Screen appears, enter the code: Left, Up, Right, Down and R1. If done correctly, your character should turn into a metallic golf player!

TENKA

Game Cheats

Pause within your game to enter. To access All Weapons: Hold L1 and press Triangle, R1, Triangle, Square, R1, Circle, Square, Square. Then release L1.
For Level Warp: Hold L2 and press Circle, Circle, Square, Triangle, R1, Square, Triangle, Circle. Then release L2.

TEST DRIVE: OFF-ROAD

New Vehicles and Tracks

From the Main Menu, access the Options Screen. Next, go to Driver Setup. Choose "Enter Name." Clear the current name and put in the following passwords to unlock new codes:
BEEFY: Unlocks the Monster Truck in Practice Race.
FIFTY: Unlocks the Hot Rod in Practice Race.
For access to a Stock Car enter: LOWRIDER
For access to the seventh track enter: FRIENDLY.
For access to all 12 tracks enter: ALL TRACK.
For access to a 4X4 Buggy enter: SPRINTER.
SANDDUNE: Unlocks Speed Demon and Mud Runner Cup in Mixed League.

TETRIS PLUS

Stage Select

A great way to skip to various puzzles within the game is by accessing the Stage Select. Just select Puzzle Mode as your game at the Select Mode Screen. Then go into the Password Option and enter the block code: Light Blue, Pink, Green, Light Blue, Pink, Green using the D-pad. After entering this a Stage Select will appear. Now you can choose from various levels of puzzles by using the D-pad to select the stages. Also, after playing in your chosen stage, you can go back to the Stage Select by pressing the Start button within a game.

TIGERSHARK

Cheat Codes

To enable these codes, go to the Resume Mission Option and then to the Password Screen. Then type in any of the following to receive various results.
For Improved Weapons enter: RUBLE
For Minimal Gravity enter: SOYUZ
For the hidden Sea Hunter game enter: SNEEG
For access to Movie Menu enter: KIEV
For the "Bugrider" Preview enter: BUGGY
To begin at Debriefing 2 enter: AKULA
To begin at Debriefing 3 enter: PASHA
To begin at Debriefing 4 enter: MIRAS
To begin at Debriefing 5 enter: NAKAT
To begin at Debriefing 6 enter: REZKY
To begin at Debriefing 7 enter: TUCHA
To begin at Debriefing 8 enter: ZARYA
To begin at Debriefing 9 enter: VOSTA
To Reset Cheats enter: MINSK
For Invincibility enter: KURSK
For Infinite Ammo enter: KIROV
For Collision Boxes enter: DNEPR
For No Collisions enter: BURAN
For Clean Pause enter: RUSS!
For Multicolored Terrain Boxes enter: VOLGA
For Multicolored Terrain Polygons enter: ROGOV

TIME COMMANDO

Various Cheats

For the Stage Passwords, choose "Code" at the Main Menu and enter the following passwords. Then press X to activate the password. You should then appear at the selected stage.
Roman Empire, Level One: LCZQSWNQ
European Middle Age, Level One: KSITWVAH
Conquistadors, Level One: MPLMPPIX
Future, Level One: MPWNTKJJ
Beyond Time, Final Level: ILOJCWCD
To access the Infinite Health code, just pause at any area in the game. Highlight "Sound FX" and enter the code: X, Triangle, Triangle, Circle, X, Triangle, Triangle, Circle, Square, Square, X. Then unpause and your health meter should be full! Just do this as often as you wish for Infinite Health.

TIME CRISIS

Game Cheats

To enable the Cheat Mode, go to the main Title Screen and shoot at the center of the R in the word CRISIS. Then shoot twice directly inside the crosshairs, next to the word TIME. If your shots are accurate, a Cheat Menu should appear with a few extra options to choose from. You can begin your next game with nine lives! The other trick is to take the second controller, while in your game, and press the X, Square, Circle or Triangle buttons. This is an alternate, possibly easier method to reload your weapon or to hide from enemy fire.

TNN HARDCORE 4X4

Cheat Codes

Just enter the following codes by going to the "Edit Names" Screen in Time Trial Mode. After entering the cheat codes, you should notice a face at the top of the screen to verify the code being entered correctly.
For Extremely Severe weather with green globs enter: RAINFROG
To access a hidden truck, "Mother" enter: MAINLINE
To play hidden, "Rolds" game enter: DUTCHMAN

TOKYO HIGHWAY BATTLE

Money Cheat

This little trick will do wonders for your next race! Now, you can max out your point total to achieve better parts for your supercar. Just press and hold: L1, L2, R1, Start and Down simultaneously on controller two, right after the opening demo is over. Keep holding these buttons until the title appears at the Main Menu Screen. Begin a game and check out the number of points you have accessed!

TOMB RAIDER

Level Skip

To access the Level Skip, just begin playing within your game and then hit Select. While in the Inventory Screen, enter the code: L2, R2, L1, Circle, Triangle, L1, R2 and L2. Now, when you return to your game you should then proceed to the next level of the game!

Weapon Cheat

When you are in the game, go to the Inventory Screen by pressing Select. Now press the following buttons in this order: L1, Triangle, R2, L2, L2, R2, Circle, L1. You will hear Lara make a sound. Now press the X button. Go back into the Inventory Screen with Select. You will now have access to all the available weapons!

TRIPLE PLAY '97

Game Cheats

These codes will allow you to play in a new field, the mystery stadium and will allow you to instantly hit a home run! To access the hidden stadium, go to the Stadium Select Screen and press: L1, R1, L1, R1 and Start. The mystery stadium should then appear as a new choice. To receive automatic home runs, quickly enter this code whenever you are up at bat and before the pitch. Press and hold L1, R1, L2, R2 and then while still holding, press: Up, Up, Triangle, Triangle, Up, Up, X, X. You should hear a chime, if entered correctly. Then your player will automatically smack a home run!

TWISTED METAL

God Mode

Just press and hold buttons R1+R2+L1+L2 then enter: Up, Down Left, Right, Right, Left, Down, Up during the game.

TWISTED METAL 2

Minion's Weapon

Now you don't have to be the powerful Minion to pull off some awesome firepower. Just choose your favorite car and enter a game. Then during a game, enter the code: Up, Down, Up, Up and then your machine gun button. By doing this, you will have launched Minion's special weapon and the opponent you are happening to fire upon will suffer a tremendous blow! This will take just about all of your special energy bar, so use it wisely.

Sell Your Soul Trick

This is a great trick to help yourself out when your life meter is low. It's the "Sell Your Soul" trick. To pull this one off, you will need some weapons in your weapon supply. While playing in a match and low on life, just enter the code: Down, Up, Right, Left, Up, Up, Down, Down. If done correctly, "Sell Your Soul" should appear at the top of the screen and you will be replenished with more life in place of your weapons. Then continue on and build your weapon supply back up.

WING COMMANDER IV

Cheat Mode

To access this Cheat Mode enter the code: Up, Down, Down, Up, R2 at the Wing Commander Copyright Screen. If done correctly, you will be taken to the Level Select Screen. Choose your level using your throttle buttons. Then begin your game. To use the "Cheat Kill" and destroy enemy ships in a battle with one shot, press: L1, L2 and Square simultaneously. Use caution with this cheat and do not use this on friendly ships or you might mess up your game.

WIPEOUT XL

Many Cheats

Just hold down L1, R1, Select and enter the following codes at the relevant menus. At the Pregame Menus:
For Phantom Class press: Triangle, Triangle, Triangle, Circle, Circle, Circle.
For Eight Tracks press: Square, Circle, Triangle, Circle, Square.
For Piranha Team press: X, X, X, X

Circle, Triangle, Square.
When in the game and paused:
For Machine Gun: Square, Circle, X, Square, Circle, X, Triangle.
For Infinite Energy press: Triangle, X, Square, Circle, Triangle, X, Square, Circle.
For Infinite Weapons press: X, X, Square, Square, Circle, Circle, Triangle.
For Infinite Time press: Triangle, Square, Circle, X, Triangle, Square Circle, X.

Challenge Race Types
Enter these passwords at the Password Screen to get Challenge 1 and 2.
For Challenge 1 enter: Square, Circle, Square, Triangle, Circle, Triangle, Triangle, Circle, Square, Square, Square, Triangle, X, Square.
For Challenge 2 enter: Square, Circle Square, Triangle, Circle, Triangle, X Square, X, Triangle, Triangle, X Circle, Circle.
Then access "Race Type" and you will see the Challenge option under the other races.

WWF: IN YOUR HOUSE

Many Tricks
Here are multiple tricks for WWF: In Your House.
At any point in your wrestling match, press Start to pause and then enter the following codes for these different effects:
Computer Players Off: Left, Left, Up, Down, R2.
Big Damage On: Up, Up, L1, L2, Down.
Combos On: R1, L2, R2, L2, Right.
Small Human Damage: Down, Up, L2 Right, Left.
Auto Super Pin: Down, Down, Down, Down, L1.

Saturn

BAKU BAKU

League Mode
When the opening screen (with the leaves and eyes) appears, press B, A, C, Up, B, A, C, Up, Start. At the Main Menu, you will be able to choose a new option, League Mode. Choose this option and you will get a set of untranslated, Japanese screens in this new mode.

BATTLE ARENA TOSHIDEN REMIX

Big Head Code
The Saturn translation of the popular fighting game has a funny trick to add to the fun! While selecting your mode of play at the Title Screen, press and hold the top Left and Right Shift buttons. Now, choose the character you want to play as normal. As soon as you go into battle, your character and your opponent will have an immensely huge head! This trick will work for any character in the game.

CLOCKWORK KNIGHT 2

Secret Dates
By changing the system date on the Saturn, you can have different Title Screens for Clockwork Knight 2. (12/25=Clockwork Christmas, 1/1=Happy New Year and 2/14=Valentines Day, etc.) See if you can find more!

Mini-Games
Just go to the Bosses Galore Screen and press: Up, Up, Right, Right, Down, Down, Left, Left, X, Y, Z. If done correctly, MINI-GAME should appear. Then press Start to go the Mini-games Screen.

Boss Code
Pick the option, Bosses Galore, from the Main Menu. When the Bosses Galore Title Screen appears, press X five times, Y seven times and Z five times. You'll see the word, "BOB" in the middle of the screen. Now take the controller and move Up or Down to battle the Boss of your choice.

FIGHTERS MEGAMIX

Hyper Mode, Play as Meat
To get a speed boost in the game, just play 100 rounds. You will be able to access Hyper Mode. A strange secret character called "Meat" is accessible in the game. To access this player, load the game up to the Title Screen and then turn off the machine. Do this at least 30 times. Now go back to the Character Select Screen and highlight Kumachan. Choose him with the X button and you will be playing as the new character.

FIGHTING VIPERS

Various Cheats
For Options Plus Menu: Finish the game in Normal difficulty. It will be selectable on the Start/Options Screen. For B.M. and Mauler as selectable characters: Finish the game on the hardest setting with any character and they will be selectable on the Character Select Screen by scrolling past the visible list of characters. For Kumachan as a selectable character: On the Character Select Screen, play in Versus Mode and play through at least 40 matches (more or less). He will be selectable on the Character Select Screen in the same manner as B.M. and Mauler. For Big Head Mode: Finish the game on the hardest setting in Hyper Mode, which is selectable from the Gameplay Options Screen (activated on the Character Select Screen). This will open up one of the question marks in the Option Plus Menu, which will be Big Head Mode. For Other Question Mark (No Walls Mode): Get an "OK" by every move for every character in the Training Mode. This will open up the second question mark.

GUARDIAN HEROES

Get 99 Continues in Normal or Hard Mode
Before you begin the game, access the Option Menu from the Title Screen (where it says Story Mode, Versus Mode and Option Mode) and change the DIP Switch level to Easy. Then press Start to exit. Select the player that you want to fight with, and start the game. When the game starts, or during any point in the game, reset the game by pressing A, B, C and the Start buttons simultaneously. Now, at the Title Screen, select Options again and choose the DIP Switch option. Change the DIP Switch to the Normal or Hard Mode. Exit the Options and back at the Title Screen, select Load Game at the lower part of the screen, where it should read how many continues you have left (99) from the Easy level. You have essentially fooled the computer into thinking that it is still playing the Easy Mode. Now when you begin your game, you will be playing the Normal or Hard Mode with 99 continues!

MEGA MAN 8

Animation Test
To access an animation test, where you can check out all of the movies of the game, highlight the "Bonus Mode" on the Title Screen. Now press and hold the top L and R buttons. With these held, press Start. The animation test will now be available under the Voice Test in the Bonus Mode.

SONIC 3D BLAST

Cheat Mode
To enable the Cheat Mode: Hold Up-Left, A and C simultaneously at the Main Title Screen. While holding these down, press the Start key and begin a game. Then pause within the game and press the following buttons at the Pause Screen to receive various results.
Press the A button to skip one act.
Press the B button to skip two acts and the Boss stage.
Press the C button to get to the Final Boss.
Press the X button to receive an extra life.
Press the Y button to receive an extra medal.

SOVIET STRIKE

Game Cheats
While at the Password Screen enter the following cheats to receive some helpful items in your game. You should see the word, "Classified" if the code was entered correctly. Then exit the Password Screen and begin your game.
For Unlimited Fuel enter: COLDPIZZA (Your fuel should then return back to 100 after running out.)
For 1 Extra Life enter: FREEBIE
For 4 Extra Lives enter: VOODOO
For 4X Weapon power enter: GABRIEL (This cheat is one you definitely ought to try!)

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For Fuel Consumption at half speed enter: ALBATROSS

SUPER PUZZLE FIGHTER 2

Hidden Characters

Just go to the Player Select Screen, highlight Morrigan and hold the Start button. Then enter the following codes for each character:
For Akuma press: Down, Down, Down, Left, Left, Left and then any button.
For Dan press: Left, Left, Left, Down, Down, Down and then any button.
For Devilot press: Left, Left, Left, Down, Down, Down. Then hit any button when the timer reaches "10."
For Hsien-Ko's Paper Talisman move the cursor to the right one square and then hit any button.
For Anita move the cursor to the right two squares and then hit any button.

TOMB RAIDER

Weapons Cheat

Just go to the Inventory Screen within a game and enter the weapon code: X, Y, X, Y, Z, Z, Z, Z, Y, Z, Y, X, X, X and Start. Lara will make a sound. Then enter the Level Skip code: Z, Y, Z, Y, X, X, X and Start at the "End to Title" Screen. Lara will sound again. Then press A to skip. Continue this code to complete the game. Then, begin a new game and go back to the Inventory Screen and enter the weapon code once more. Now, enter the Level Skip code to proceed to the next level and then go to your Inventory to see an added variety of weapons!

Level Skip

Anywhere during gameplay, go to the last page of your passport (the "Exit" page) but do not exit! When at this page, enter the code: Z, Y, Z, Y, X, X, X and then the Start button. If done correctly, Lara will make a sound. Then exit the menu and you will skip to the next level!

ULTIMATE MORTAL KOMBAT 3

Cheat Menu

At the Title Screen (with the Skeletons in the background) press the buttons: C, R button, A, Z, Y, C, Y, R button, A and X. Then go to the Options Screen (the rotating cube) and hit Up. A "?" will appear as the new Option Menu. Enter this menu and you will be able to select various options like hidden characters, Free Play and more!

VIRTUAL ON

Various Cheats

The following cheats once entered will gain access to various options, such as different camera views, mech color changes and more! To access these cheats, just enter the following. To Change the mechs' Colors: Press the Left Shift at the Main Options Screen when selecting the type of game you wish to play.
To Select Jaguarandi: Press and hold Down at the Start Screen and hit both Shift keys. Now go to the Character Select and he will be selectable! To Change Camera Angles: During the game just press: X+Y+Z at the same time.
To Change Raiden/Temjin Mechs Colors: While at the Start Screen hold the Up button and press both Shift keys simultaneously. Then go to the Character Select Screen and you should notice the difference.

WARCRAFT 2

Cheat Codes

Just begin your game and pause. Then go to the "Enter Password" Option to enter the following cheat codes.
For Instant Defeat enter: YPTFLWRM.
For Quick Ending enter: THRCNBNLYN.
For Invincibility enter: TSGDDYTD.
To Remove Victory Sequence enter: NVRWNNR.
For Full Upgrades enter: DCKMT.
For All Spells and Renewal of Mana enter: VRYLTTL.
To Show Entire Map enter: NSCRN.
For 10,000 Gold/5,000 Oil and Lumber enter: GLTTRNG.
For Fast Building and Upgrade enter: MKTS.

Super NES

MADDEN '97

Team Codes

Just go to the Team Select Screen and type in any of these passwords, depending on what team you wish to play as.
Jacksonville Jaguars: SYSRL
Philadelphia Eagles: BALBY
Atlanta Falcons: ALLYR
Dallas Cowboys: BARRY
Green Bay Packers: SRBAY
Indianapolis Colts: BRSSY
Pittsburgh Steelers: SLASR
San Francisco 49ers: BAYYR
Denver Broncos: LLYAY
Oakland Raiders: BRALY
Cincinnati Bengals: BLARA
Kansas City Chiefs: LYRRA
New York Jets: YYALL
Seattle Seahawks: ARRYY
New England Patriots: BLYSA
Detroit Lions: SYLLY
Tampa Bay Buccaneers: RRLLS
Miami Dolphins: ALLBS
Carolina Panthers: LARRY
San Diego Chargers: SALLY
Houston Oilers: RSRSY
Chicago Bears: ALLRB
Baltimore Ravens: BYRRY
St. Louis Rams: LRRAS
New York Giants: BYRLS
Minnesota Vikings: BRRRR
New Orleans Saints: LBLBS
Washington Redskins: BLLRR
Arizona Cardinals: YRALL
Buffalo Bills: BYLLS

SIMCITY

Debug Mode

On the opening screen where it shows the view of the city, hold L + R + Select. While holding these, press Up, Up, Up, Left, Up, Down, Left, Up, Down, Right, Right, Left, Up, Up, Down, Down. If you did it right you will hear Bowser howl. Now start the game and look on the menu. There you'll find a new icon with several options.

Easy Money

To get $999,999 make all fire and police departments. Put the game on the fastest setting and wait for the tax grid to appear. As soon as the screen turns black hold L + R. While holding these buttons change all settings to zero percent and exit the screen (don't release the buttons yet). While holding these buttons use the menu to return the Tax Screen. Raise all settings to 100 percent except for the tax rate. Set that to 20 percent. Exit the Tax Screen again and release L and R. You now have $999,999.

SUPER METROID

Gain Energy Back

With the controller's default setting, you must have at least 10 missiles, 10 super missiles, 11 power bombs and 50 points or less in your Life meter. Your reserve tanks must also be empty. At any point in the game, roll into a ball and press the Select button three times. Drop a power bomb with the X button. Keep X held and also press and hold these buttons on the controller simultaneously: L button, R button and Down. Once you've done this, the bomb will make the screen white. Then you will see Samus floating in a ball of white light while 14 of your energy tanks get filled.

SUPER PUNCH-OUT

Change Name

Just go where you can start a new game, highlight it, then hit X and A at the same time. You should now be able to register your name in English or Japanese. In order to toggle between the two languages, use your L and R buttons.

Secret Sound Test

As soon as the Nintendo logo appears, take controller two and press and hold the Select button. Without letting go, press and hold both the top L and R buttons on the same controller and let go of Select. Now you have a Sound Test Screen where you can check out all of the effects and music of the game.

YOSHI'S ISLAND

Bonus Games

To play the bonus games at any time, hold Select and press X, X, Y, B, A on the Map Screen. A menu will appear with all of the mini-battles, two of which can be played against another person. If you'd rather earn the bonus games, get 100 points in every level.

Genesis SEGA

ECCO: TIDES OF TIME

Options

You can call up an Options Menu at any time during a game. Move Ecco left and right, and pause the game while Ecco is facing you (toward the screen). Next, press A, B, C, B, C, A, C, A, B. A menu will appear, offering several options including Level Select, Sound Test and Invincibility.

MADDEN NFL 97

Cheat Codes

To enter these codes, choose "Front Office" on the Main Menu, then select "Sign Up" to enter the Player Creation Screen. Enter one of the following codes as your player's name. Enter whatever you wish for the other stats.

OVERPAID	No Salary Cap
HAPPY DAYS	An all '50s and '60s team
DISCO	An all '70s team
NEW WAVE	An all '80s team
ITSINDGAME	EA Sports team
BOOM	All-Time All-Madden team

Press Start to enter the Point Distribution Screen. Distribute the points as you please, but all available rating points must be used. To finish, save the character you've created.

MADDEN NFL 98

No Salary Cap

To remove the salary cap, go to the front office, select CREATE A PLAYER, and enter the player's name as NO MONEY.

NHL '97

Bonus Teams

At the Setup Screen, press A+B+C+Start to access the Renegade and EA Sports teams. You'll need to enter this code every time you want to use these teams.

SONIC THE HEDGEHOG 3

Sega/Level Select and Debug

When Sonic is flying in after the SEGA logo, very quickly on the controller enter: Up, Up, Down, Down and then press Up continuously. If you did it fast enough you will hear a ring. This must be done before the Title Screen appears. At the Title Screen, move down past "Competition" and you will get to a "Sound Test." Go into the Sound Test and you will get a screen that allows you to select from any level (except Mushroom Valley and Sandopolis). If you want the Debug to work, just highlight any zone, hold the A button and press Start. If you see scrambled numbers in the upper left-hand corner, it worked! Press button B to be an object, A to change sprites and C to duplicate.

Turn into Super Sonic

After entering the level select and debug code, you can use the debug to turn yourself into Super Sonic without getting all of the Chaos Emeralds. With the Debug on, go into any level and press button B to turn yourself into a ring. Then press A to turn yourself into a monitor. Now, press button C to duplicate the monitor, and then B again to change back into Sonic. Jump on the monitor and you will become Super Sonic!

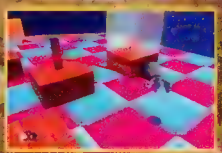
We would like to say goodbye to the Code Wizard for his many years of service. Your death will be quick and merciful.

All You Have Is Your Courage, Your Intelligence And Your Tongue.

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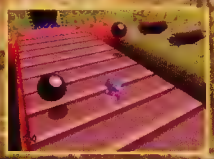


Caramel with beams of light coming out? It may be time for a tongue high jump!



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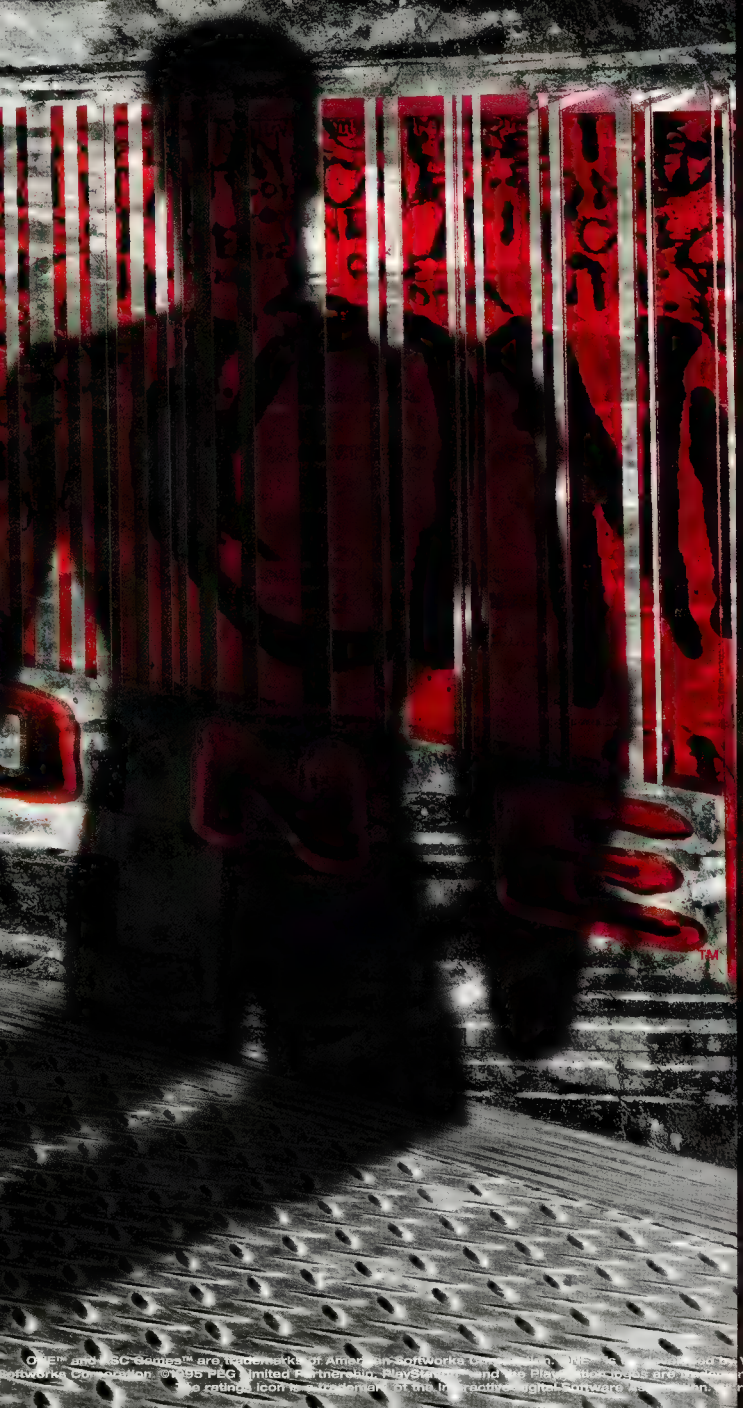
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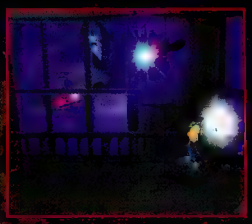
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KING TO ADULTS
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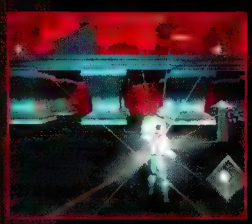

TEEN
T
AGES 13+
CONTENT RATED BY
ESRB
PlayStation











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system: PlayStation
publisher: SCEA
developer: Naughty Dog

strategy talk

Welcome to the second half of our Crash Bandicoot 2 strategy guide. If you've been a hardcore player and found all the secrets up to Level 15, you should have at least 58 percent of the game beaten and found all the gems up to this point—that's right, even the white gem on Level 14: Road to Ruin! More on that later.

As far as the five big colored gems go, you should have all of them except for the purple one by the time you reach the third Boss.

This guide covers the third Boss onward, which includes the last 10 levels and two warp worlds you must get white gems in. Armed with all this information, it should be easy to get 100 percent of the game beaten.

Plus, we have info on how many boxes you should have at each checkpoint, so you can find out where you may be missing boxes.

—Carey "NYR: Rollerblade™ More" Wise and Nelson "NYR: Stop That" Taruc

strat-stats

time to complete:
four long days
challenge:
easier than first Crash
how cold is it here:
pretty cold
recent movie seen:
Starship Troopers
latest pet peeve:
unattentive drivers



GENERAL HINT

You don't lose any lives in the bonus rooms, so don't be afraid to die in case you messed up in an attempt to break all the boxes.

Level 16: Hangin' Out

Must beat this level twice; first for the purple gem and white box gem, then for the Level 27 warp.



• **Purple Gem:** You'll see it next to a checkpoint box midway through the level, after falling down a hole [1].
• **White Box Gem:**
93 boxes needed (24 nitro)
11 at first checkpoint box
28 at second checkpoint box
44 at third checkpoint box
• **Bonus Room:**
23 boxes (plus 12 nitro)
Key Tip: A short Slide Jump here will easily get you over the nitro boxes to the arrow boxes [4].
Key Tip: Each of the last nine boxes contain 10 Wumpa Fruits. To break the boxes without falling, count the fruits carefully. At 10, jump and press Right on the D-pad to move onto the next boxes [3].
• **Warp to Level 27:** Remember where the purple gem was? This time, go backward instead of going through the door. You'll see a hole. Fall down it. You'll have to make it past three spiky robots; use the Circle button to avoid them [2]. Beware the last robot. He moves faster than the first two.

Level 17: Diggin' It

Must beat this level twice; first for all the gems and once for the Level 14 warp.

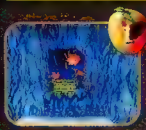


• **Purple Gem:** It's after a checkpoint box and two spitting piranha plants [2]. Quick note: Kill the piranha plants by body slamming them.
• **First White Gem:** Make it to this point [3] without trying to activate this skull-and-crossbones platform.
Technique: You can make it past this field of nitro boxes without taking a hit. First, jump here onto the grass [4]. Then jump over the boxes to this spot [5]. The white gem lies near the end of this path.
• **White Box Gem:** 95 boxes needed (18 nitro)
It's tough to get. You must double back on the right path to make sure you get all the boxes on that side (or left path if you did the right path first). There are *14 at first checkpoint, 43 at second checkpoint, 49 at skull-and-crossbones checkpoint and 75 at final checkpoint.*
Technique: While you can't spin attack a swarm of bees, you can spin away single bees. You'll have to do this to get all the boxes. Listen carefully for the buzz that signals a bee coming close.
• **Bonus Room:** 22 boxes (plus 4 nitro)
Key Tip: Hop on these two box columns to reach a metal platform that has extra lives on it [1].
• **Useless Warp to Level 14:** Body slam the spitting piranha plant on the isolated platform here [6] to unlock the secret warp to **Level 14: Road to Ruin.**
However, you don't need this warp to get all the boxes in Level 14! All you need is an Aku Aku. At the start of Level 14, where you kill the first mouse, do a Slide Jump left over some invisible boxes. You should be able to reach an exclamation point box. Continue left past two fire-breathing statues to four suspicious nitro boxes. Intentionally run into the nitro boxes, which should kill the Aku Aku but not you. Then jump backward to find the path to the hidden boxes in Level 14. No warp needed!

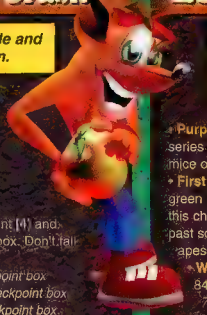


Level 18: Cold Hard Crash

Must beat this level twice; first for the purple and first white gems, then for the white box gem.







- **Purple Gem:** It's near the end of the level after some nitro boxes you must jump over.
- **First White Gem:** The only way to get it is to reach this checkpoint box [3] without getting killed. This will activate the skull-and-crossbones platform. The ice in this area is treacherous to navigate, but you're rewarded with the white gem at the end.



- **White Box Gem:**
155 boxes needed (15 nitro)
This is one of the toughest gems in the game to get because you have to repeat what you did for the first white gem. However, rather than fall down the pit at the end, you must backtrack all the way to the skull-and-crossbones platform where you started.
Key Tip: You might have forgotten about an invisible box near the start of the skull-and-crossbones path. It becomes visible after reaching this point [4] and hitting the gray box. Don't fall off the edge!
23 at first checkpoint box
73 at second checkpoint box
112 at third checkpoint box
126 at fourth checkpoint box
135 at fifth checkpoint box
Key Tip: An extra life box is hidden behind these two nitro boxes [1]. Don't forget to break it. You can jump on that box without breaking the nitro boxes—just make sure to hug the walls.
Key Tip: There'll be a box here that may seem out of reach, but it can be broken with a short Slide Jump [2].
- **Bonus Room:** 31 boxes
Key Tip: At the end of the room, you might accidentally miss a TNT box that won't get blown up by other TNT boxes near it. Make sure to backtrack at the end of the level to be sure you got it.

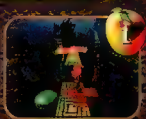


Level 19: Ruination

Must beat this level twice; first for the purple and first white gem, then for the white box gem. WARNING: You will need the green gem to complete this level!

- **Purple Gem:** Find it just before a series of rotating platforms with mice on them.
- **First White Gem:** Hop on the green gem platform here [1] next to this checkpoint. You'll have to jump past some tough tag-throwing apes, but past them is the gem.
- **White Box Gem:**
84 boxes needed (8 nitro)
7 at first checkpoint box
20 at second checkpoint box
73 at third checkpoint box
84 at fourth checkpoint box
- **Bonus Room:** 49 boxes

Key Tip: To break these 16 boxes first spin to break the ordinary box [2]. Slide Jump to get to the top, then move here [3]. Do a body slam to break these boxes first; the rest should be easy to break.





Key Tip: To make sure you break all these boxes [4], hop on the TNT to trigger the countdown. Immediately slide jump to the top to avoid getting blown up [5]. After the TNT explodes, do a body slam to break all the boxes.







Key Tip: To cross a bridge of boxes at the end—and break them all—use short D-pad movements right while jumping. Remember: It takes 10 hits to break the bounce boxes.



Level 20: Bee-Having

Must beat this level once.

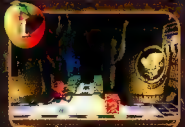




- **Purple Gem:** You'll find it after the bonus room area and a checkpoint box [1].
- **White Box Gem:**
100 boxes needed (58 nitro)
7 at first checkpoint box
16 at second checkpoint box
21 at third checkpoint box
25 at fourth checkpoint box
- **Bonus Room:**
15 boxes (plus 17 nitro)
- **Secret Warp (8 nitro):** The nitro boxes here may look deadly, but they're actually harmless [2]. Hop on them to warp to a secret area where the big purple gem is located [3]. This is actually one of the toughest parts of the game; you must slide under nitro boxes and jump bullets. Perfect timing is required to beat this hidden area, so make sure you're stocked up on lives.



Level 21: Piston It Away



Must beat this level once.

- **Purple Gem:** Find it just before the second checkpoint.
- **First White Gem:** To get this gem, you must make it to a spot just after the second checkpoint without dying. It'll take you to the upper level where the gem is.
- **White Box Gem:**
69 boxes needed (27 nitro)

Key Tip: To get it, make sure you get to the skull-and-crossbones platform without dying so that it's turned on. But don't hop on yet! Keep going. Immediately after that platform is an energy cannon and a shock robot. DO NOT KILL THIS ROBOT YET! Slide Jump over it and keep moving. Complete the bonus room and go forward all the way to break the box here [1]. Now, you must backtrack. There will be two tough spots: Slide Jump here to reach the platform without getting hit [2]. Finally, remember the shock robot you didn't kill? Use it as a springboard to get over the energy cannon [3]. Now get on the skull-and-crossbones platform!
13 at first checkpoint, 18 at second checkpoint (3 nitro), 36 at third checkpoint (8 nitro), 39 at skull-and-crossbones checkpoint (16 nitro)
- **Bonus Room:**
16 boxes (plus 8 nitro)

Key Tip: To get all the boxes in this room without getting hit, don't break the three boxes shown here [4]. After you hit an exclamation box at the end, go back to the beginning, using the three boxes you saved to jump over the nitro boxes.







Level 22: Rock It

Must beat this level once.



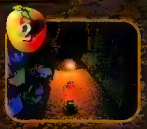


• **Purple Gem:** It lies a little after the third checkpoint box in plain view [1].
• **White Box Gem:**
39 boxes needed (14 nitro)
9 at first checkpoint
18 at second checkpoint
23 at third checkpoint
Key Tip: This is an extremely easy gem to get since there aren't any hidden boxes. Remember, you can go backward!
Key Tip: The best way to get the extra life box here [2] is to go through the ring of circling red balls first, then go backward to retrieve it.

Level 23: Night Flight

Must beat this level once.





• **Purple Gem:** This level is really easy to run through. Don't stop for anything! Kill enemies by spinning or sliding, but keep on moving forward because your light source only lasts for a limited time. The purple gem lies just before the checkpoint box on the right path. However, make this the last gem you get! Read on to find out why.
• **First White Gem:** It'll be in plain view on the left-hand path. The only way to get this gem, however, is to reach this skull-and-crossbones platform (just after the second checkpoint) without dying once in the level.
• **White Box Gem:**
46 boxes needed (12 nitro)
Key Tip: You can get all the gems one time through but it requires smart use of the checkpoint boxes. When you pass the second checkpoint, don't hit it. Instead, follow the right-side path to the boxes here [1]. You can break the boxes without hitting the nitro box. Just do a Slide Jump to land on the top box, then jump away after breaking the second box. Quickly return to that second checkpoint box and hit it. That will record the number of boxes you've already broken—so you don't have to go back and break them every time! Your light will run out here, so you must sacrifice a life. Now take the left-hand path to get the first white gem. The two paths will merge back into one. Hit the checkpoint box near the end [2], then grab the firefly light and head backward on the right path to find the bonus room. After the bonus room, go backward to the last checkpoint box and purple gem. It'll be tough to do, so move fast before the light flickers away. You may have to sacrifice another life here when the light runs out, but from this point you can easily make it to the end with all the gems and boxes!



5 at first checkpoint box
8 at second checkpoint box (take right path first)
14 at final checkpoint box
34 at left path checkpoint box (where purple gem is)
• **Bonus Room:** 20 boxes (9 nitro)
Key Tip: Make sure to break these two boxes first before getting the firefly [3]. This will give you enough light to reach the end of the room.

Level 24: Pack Attack

Must beat this level once.







• **Purple Gem:** It's after the third checkpoint—easy to find [1].
• **White Box Gem:**
46 boxes needed (28 nitro)
6 at first checkpoint
9 at second checkpoint
16 at third checkpoint
Key Tip: Take your time and you will have no trouble getting all the boxes. Remember that you can rocket backward, too! The toughest part of the level is to get past the short-circuit wires. They have an easy pattern, they float high, then middle, then low. Move past them when they're low [2].

Level 25: Spaced Out

Must beat this level twice; once for the purple and white box gem, then for the first white gem. WARNING: All five big colored gems are needed to get this gem!









• **Purple Gem:** It's near the end of the level. There's no way you can miss it.
• **First White Gem:** See that blue gem in the background [1]? It's easy to miss, but that platform near the start of the level will take you up to the last gem. No boxes to break here, but there are plenty of extra players and deadly enemies—hands down the toughest area in Crash Bandicoot 2. It shouldn't be too bad if you've mastered the slide...
Key Tip: Save a copy of your saved game before getting this gem, so you can beat the game to see both the good (100 percent found) and bad (less than 100 percent found) endings!
• **White Box Gem:** 69 boxes needed (27 nitro)
Key Tip: You don't need to take the alternate path to get this gem—thank goodness! Just run through the level normally.
8 at first checkpoint box
11 at second checkpoint box (12 nitro)
39 at third checkpoint box
• **Bonus Room:** 25 boxes (plus 5 nitro)
Key Tip: Breaking all the boxes here requires finesse. First, spin-break the second extra life box, taking care not to hit the TNT box [2]. You have three seconds to Slide Jump up to the first column of boxes [3] and Slide Jump again to the top [4]. After the TNT blows up, body slam to break all the boxes.
Key Tip: The end of the bonus room—the box bridge—can be tough. Remember that these Wumpa Fruit boxes break after 10 hits. It doesn't hurt to count out loud. Take short moves forward with the D-pad so you don't accidentally miss any boxes.



Warp World General Info:

By the time you beat the third Boss, Tiny Tiger, you should already have found three of the warp worlds, two of which were covered in last month's *EGM²*. Information on the third warp world is covered on Level 17 of this month's guide. Out of all five warp world areas, only two offer a separate white gem: Levels 26 and 27. Here's the rundown on both:



Level 26: Totally Bear

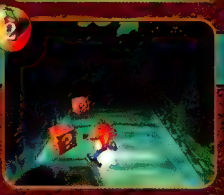
How to Get Here: At the end of Level 15 (Un-bearable), do a Sliding Jump across the final chasm and head backward. You'll find the little bear you rode on, who will warp you to Level 26.

- **White Box Gem:** 40 boxes needed
  16 at first checkpoint
  23 at second checkpoint
  33 at third checkpoint.

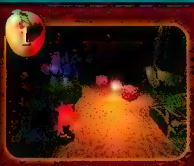
Key Tip: Make sure you've stocked up on lives before trying to get the gem here. This level is tough because your horizon of vision is obscured. Plus, you must pull off Turbo Jumps (Circle + X) to break boxes in some areas [1]. Key Tip: You'll miss two boxes here [2] unless you take a Super Turbo Jump over the water on the left side—left of the statue—before reaching this point.

Key Tip: If you don't have the right number of boxes by the time you reach each checkpoint, DON'T HIT THE CHECKPOINT BOX! If you do, it'll record the number of boxes hit to that point, and you'll be forced to play the entire level again. Only hit a checkpoint if you've hit all the boxes to that point. Use the numbers listed above as a guideline (they include the checkpoint box).





Level 27: Totally Fly



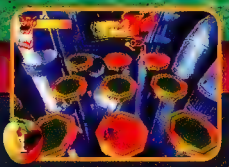
How to Get Here: See Level 16 (Hangin' Out) for more info...

- **White Box Gem:** 44 boxes needed (6 nitro)
  7 at first checkpoint

Key Tip: The only tricky part in this surprisingly easy level begins here [1], with the reinforced crates (body slam to break them). DON'T GET THE FIREFLY LIGHT. To make it past with enough light, you must feel all six reinforced crates in the dark! Don't worry about falling in a pit. There are rows of Wumpa Fruits that'll warn you of a pit ahead, which means you've gone too far up to break the crates. Your best bet is to scout out this area with the firefly to get a good idea of where all the crates are. (You might have to sacrifice a life in the process.)

- **Bonus Room:** 16 boxes (plus 2 nitro)

BOSS: Tiny Tiger

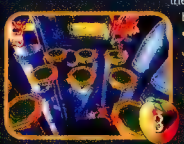






Hits Needed to Kill: 3

- **Technique:** The Boss will follow you around. To hurt him, trick him into falling. As a platform turns red, jump on it [1]. Then jump onto a green platform. If done right, the Boss will jump on the red platform just as it's falling [2]. You must do this three times; it gets tougher because the number of "safe" platforms drops after every hit.
- **Key Tip:** Don't panic if you're stuck at a dead end. You can reach a far-off platform with a Sliding Jump [3]. What's even better is that the Boss can't Slide Jump, so he'll follow you and fall like an idiot.



BOSS: N. Gin





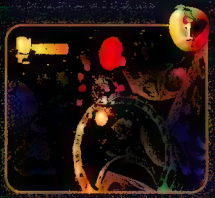
Hits Needed to Kill: 4

- **Technique:** First, shoot Wumpa Fruits to destroy this Boss' lasers—each laser requires about eight hits. You can jump over or walk under the laser to avoid it [1]. Next, shoot at the Boss' shoulder missile launchers—each launcher requires roughly eight hits [2]. The missiles that fall vertically can be snuffed out by jumping and/or shooting them. For the horizontal missiles, jump over the low ones and stand under the high ones.

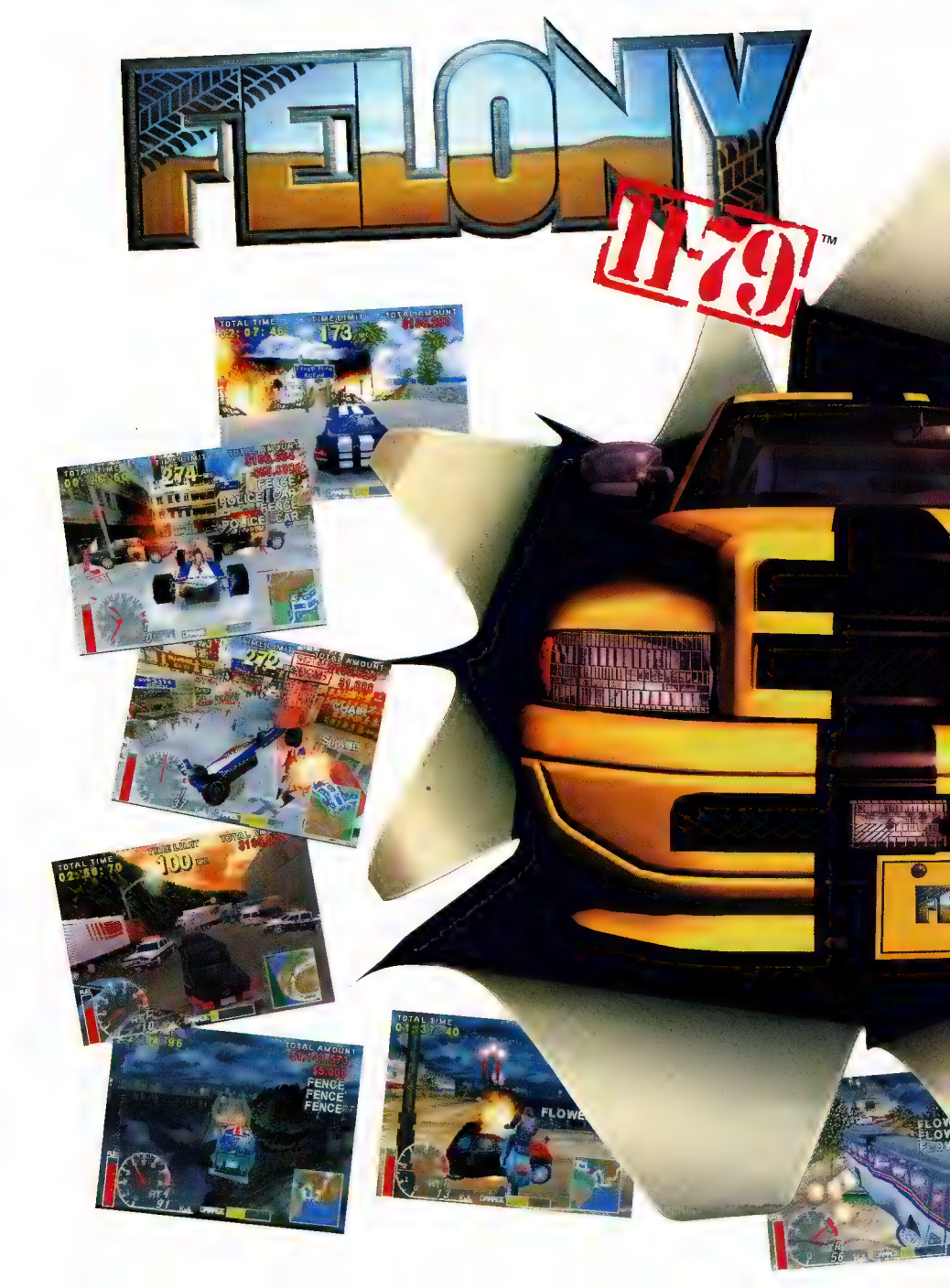
BOSS: Dr. Neo Cortex

Hits Needed to Kill: 3

- **Technique:** For a final Boss, Mr. Cortex is ridiculously easy. You must chase him and get close enough to spin attack him [1]. Avoid boulders and mines; they will slow you down [2]. However, if you followed Crash's sister's advice and found all the gems... we'll tell you next month!






FELONY
11-79
TOTAL TIME
TIME LIMIT
TOTAL AMOUNT
POLICE CAR
FENCE
FLOWER

YOU'RE SERVING UP MASSIVE DESTRUCTION AND ROADKILL IS THE MAIN COURSE.



You'll cross over more than a few double yellow lines in this driving game of mass destruction. With limited time to reach your objective, you won't be waiting for any lights to turn green. Whoops! You forgot to knock before pummeling through a neighbor's living room window. Tact never was your strong suit.

Your weapon is your wheels. And, if you're good, real good, you'll get to drive up to 22 of 'em. Like a limo, a bad-ass pickup, a formula one racer, hell, even a tank if your hot-wiring skills are up to snuff.

Don't expect any citizen-of-the-month award. Expect spine-tingling action, hair-raising crashes and the never-seen-before track cam view.

PlayStation

ASCII ENTERTAINMENT

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STAR WARS MASTERS OF TERÄS KÄSI



system PlayStation
publisher LucasArts
developer LucasArts

strategy talk

That galaxy that was so far away is about to rocket home once again. But rather than developing another Doom clone or combat flight sim, LucasArts is taking its first stab at fighting games. *Star Wars* buffs will love this game, but die-hard fighting players might hesitate on buying it. The game plays rather sluggishly, making the timing of moves tough to master. Still, you should be able to pick up the timing after playing for a couple of hours.

The weapons can take the fun out of fighting, because as soon as your opponent takes out his/her weapon, you're usually at a disadvantage unless you take yours out.

The combos are nice to watch, but they are very hard to pull off with the PlayStation controller—it doesn't matter whether you're a beginner or a fighting pro. The secret characters and options give the game replay value, and the graphics will make any *Star Wars* fan quiver with delight.

—Scott "NYR: Love Dina Meyer" Augustyn

strat-stats

time to complete:
six hours
challenge:
it varies
favorite fighter?
Darth Vader
worst movie quote:
"relax, no problem"
best movie quote:
"all too easy"

WEAPONS

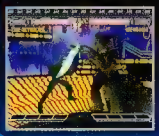
Weapons are an important tool to master in this game. For certain characters like Luke or Hoar, weapons make it easier to win any given battle. Weapons usually offer the one thing each character lacks: distance attacks. Use these new attacks to hit-and-run on computer opponents.





SIDESTEP

The sidestep is another essential technique to learn. Use this move to avoid some enemy attacks, and counterattack if you're quick. Watch out: Some characters are harder to dodge than others. When fighting Luke or Thok, be aware that their weapons have an amazing range and can easily hit sidesteppers.



RING-OUTS

When all else fails, you can try to force the computer out of the ring. You can fall out of every ring you fight in. Back up to the edge, then sidestep around the computer and pop him/her up in the air. You can also combo him/her off the edge. Although it's cheap, it can get you past those fighters you just can't defeat...



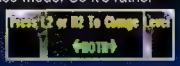
HIGH, LOW AND MID

Learning where to hit can be critical to becoming a master. The Practice Mode is the best place to learn this. Some opponents tend to attack more at one point than others. For example, Darth Vader hits high a lot, so duck and hit him low to get in a lot of damage. Remember, a block takes off time while a dodge leaves you free to counterattack. Watch the damage gauges in Practice Mode to find out your character's striking point on each attack.



LEVEL SELECT?

If you play through the game in Arcade Mode with Chewbacca, you'll get a Level Select. But don't get too excited—you can only use the Level Select in the Practice Mode. So it's rather useless, except to show all the different levels you can fight in.



THE HIDDEN FORCE

DARTH VADER





To get Darth Vader as a playable character, you must play through the game as Luke Skywalker. His fighting style is very similar to Luke's and he has good lightsaber combos. His Level 4 super move is also devastating. **B, DB, D, DF, F+Triangle**

STORMTROOPER



To make this guy a playable character, you must play through as Han Solo. He fights almost exactly the same as Han Solo and has the same Level 4 super move. Keep tapping the Fire button when you shoot it to attack with six shots!



JODO KAST





To get Jodo Kast, you must play the Survival Mode and get the top score, which will unlock this character. As you'd expect, he plays almost exactly the same as Boba Fett—even so far as having the same Level 4 super move.

MARA JADE

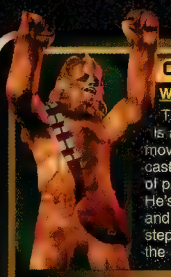


At the moment, no one is sure whether she's really a playable character, but I have a strong suspicion that she's Darth Vader's boss.



KEY
= Press — = Press and hold
WHITE TEXT = No Weapon
YELLOW TEXT = With Weapon
Thok and Arden Lyn have no "weapons"

CHEWBACCA



Weapon: Bowcaster

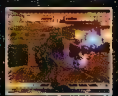
The monstrous Chewbacca is a power hitter. His strong moves combined with his bowcaster offer a great combination of power and distance attacks. He's best used by striking close and hard at the start, then stepping back to shoot away for the remainder of the round.

SPEED

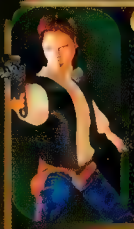
POWER

- Left Wookiee Push
- Hammer Punch
- Super Two-Fist U.Cut (L1)
- Wookiee Slap
- Low Front Kick
- Crouch 1-2 Punch w/U.Cut
- Shoulder Slam
- Air Stomp (Ground Attack)
- One-Two Super Attack (L1)
- Three-Hit Bash
- Three-Hit Bash Super (L1)
- Wookiee Chain Starter
- Crossbow Upswing
- Spin Backhand
- Crouching Straight Shot
- Scatter Shot (L2)





HAN SOLO



Weapon: Blaster Pistol

A great fighter for beginners, his moves are pretty strong and fairly quick. He is a better fighter without his weapon, but when you have the super energy be sure to use his weapon Level 4 super.



SPEED

POWER

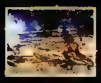
- Roll Uppercut
- Spin Backhand
- Two Fists Uppercut
- Jump Uppercut
- Defense Seeker
- Axe Kick
- Spin Kick
- Triple Uppercut
- S.U.Cuts (L2)
- Drop Kick
- Slide
- Low/High Kick Combo
- Three-Punch Bash
- Two-Punch Backhand
- Two-Punch BH (L1)
- Triple Spin Backhand
- Smugglers Combo
- Hip Toss
- Head-Butt Throw
- Shoot Straight
- Left Cut Punch
- S. Upper (L1)
- Angle Shot
- D. Extreme (L4)

PRINCESS LEIA



Weapon: Battle Staff

She's a good all-around fighter. Her strength is in her staff. If you can master its use, then you can keep the computer at bay and inflict enough damage to win any match.



SPEED

POWER

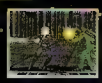
- Advance Roll
- Front Kick
- Spin Kick
- Handspring Kick
- Kick Uppercut
- Detonator (L1)
- Soccer Kick
- Aerial Cartwheel
- Double R.House
- Crippler
- Knee
- Staff Upswing
- Staff Backhand
- Staff Upper
- Upper S. (L1)
- Staff Thrust
- Super Thrust (L1)
- Staff Spear
- Super Staff Spear (L1)
- Flying Double Kick
- Stomp Ground Attack
- S. Backhand C. (L1)
- S. Swing C. (L1)
- Leia Combo
- Leia Chain Branch

LUKE SKYWALKER



Weapon: Lightsaber

His power is in his lightsaber. You can just swipe away at the computer and build up super energy. Once your energy is maxxed out, toss your lightsaber at your foe to finish him/her off.



SPEED

POWER

- Advance Roll
- Jedi Healing Force (L1)
- Knee Attack
- Saber Jab (L1)
- Saber Knee Clothesline
- Saber Lunge
- Deadly Saber
- Force Crescent (L2)
- Jedi Blade Throw (L2 - L4)
- Precision Slicing Complete
- Lightsaber Double Precision Cut
- Saber Sweep (L1)
- Figure Eight Swing
- Tri-Saber
- Jedi Chain Branch
- Hip Toss Throw

ARDEN LYN



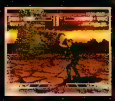
Weapon: Ancient Android Arm

She operates best by fighting up-close battles. She does have a long-distance attack, her laser, but it's a charge move and should be used only when you're winning big. Otherwise, stay close to your opponent and keep attacking with her fierce leg combos.

SPEED

STRENGTH

Advance Roll
High Power Punch
High Power Punch (L1)
Low Power Punch
Head Box Attack
Spinning Swing Hit
Sonic Blast (L1)
Retreating Spring Kick
Double Sweep Kick
Scorpion Throw
Head Drop
Rising Axe Kick
Rolling Uppercut
Teräs Käsi Chain Starter
Teräs Käsi Chain Branch





BOBA FETT



Weapon: Blaster Rifle

His attacks are mostly up close except for his weapon. Be aware of this: Hit the sidestep and move up close whenever an opponent attacks. Use his Jetpack Kick with extreme caution. If you miss, you could very well jump out of the ring.

SPEED

STRENGTH

Uppercut
Spinning Backhand
Flying Torpedo
Gut Punch
Thermal Detonator (L1)
Jetpack Kick
Double Spin Kick
Shoulder Slam
Triple Backhand
Double Spin Backhand
Flame Thrower (L1)
Rkt. Shot Volley (L4)

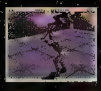
Rifle Butt
Crouching Shot
Straight Shot
Angled Shot
Rocket shot (L2)
Fett One-Two Combo
Mandalore C. Start

HOAR



Weapon: Gaffi Stick

He's one of the harder fighters to learn. While he can do combos easily, his speed is a little lacking. Try to keep knocking down foes so you can back off to get ready for your next strike.



SPEED

STRENGTH

Low Spin Kicks
Crouching Uppercut
One-Two + Flip Kick
W/Staff Upswing
W/Staff Backhand
W/Staff Uppercut
W/Staff Spin Kick
Double Foot Pounce
Gaffi Cross Backhands
Gaffi Cross + Super (L1)
Gaffi Downswing + Super (L2)
Gaffi Uppercut Combo
Hoar Gaffi Spin
Hoar Gaffi Spin + Super (L1)
Hoar Force

Tusken Chain Starter
Tusken Chain Branch
Impaler
Piercing Spin Slam

THOK



Weapon: Axe

He's another slow powerhouse. Use his axe to inflict serious damage, then sidestep to get closer. His big combos can be deadly if you can connect with them. But be careful, the computer can sometimes break the combo if your timing isn't right.

SPEED

STRENGTH

Axe Handle Smash
Rolling Uppercut
Axe Uppercut
Fancy Axe Twirl
Head Rush
Shockwave Butt Drop
Growth (L4)
Shoulder Slam
Slide
Bear Hug
Knee Attack
High/Low Combo Swings
Fancy Twirls to Uppercut (L5)
Berserker Starter
Berserker Combo



Grow to max size, then release his fire breath.

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PlayStation™

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ALPS Interactive

Auto Destruct

San Francisco



system: PlayStation
publisher: Electronic Arts
developer: Neurostone

strategy talk

Combining puzzle solving, racing and shooting all into one game, Auto Destruct makes for an exciting (if not very innovative) experience. But Auto Destruct has some cool features to set it apart from similar games: multiple camera angles; car styles; tires; engines; weapons; realistic physics; a cool, funky soundtrack and a twisted and funny story line. And with special codes such as "Angels" and "Blood" enabled, you can have a great time even if you decide to stray from the story line and just prey on the pedestrians.

The story line has you tackling multiple missions in each city, so learn the street layout as quickly as possible.

The strategy at the right lists important fixed locations in blue, and key turning points of the toughest missions are in red. Just match the map location to the screen shot below.

—Benjamin "NYR: Serenity Now!" Durbin

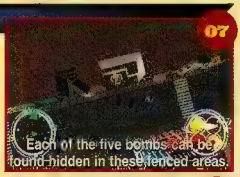
strat-stats

time to complete: six hours
challenge: moderate
hardest level: mission 09
coolest vehicle: taxi
three letters: NFW

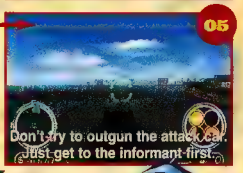
Mission Highlights



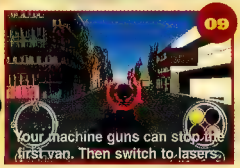










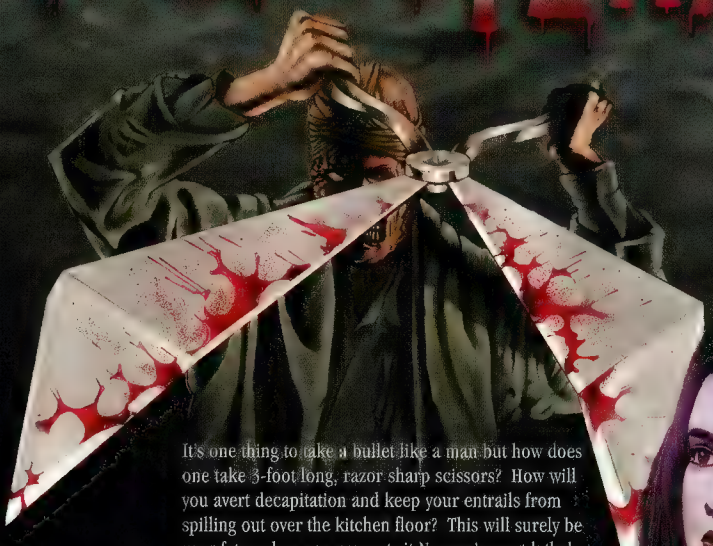


Location Key

HQ: Temple Headquarters
R: Repair Garages
GG: Golden Gate Bridge
SC: Shopping Center



SHEAR TERROR



It's one thing to take a bullet like a man but how does one take 3-foot long, razor sharp scissors? How will you avert decapitation and keep your entrails from spilling out over the kitchen floor? This will surely be your fate unless you can outwit Norway's most lethal killer–Scissorman. You'll have to become a master of stealth and deception to avoid being cut to ribbons in this blood-soaked horror adventure.

- Five playable characters and ten different endings for super-extended replay value.
- Amazingly detailed, horrific graphics and special effects.
- Bone-chilling sound effects.

So grab your copy of Clock Tower™, turn out the lights, and pray.





CLOCK TOWER™

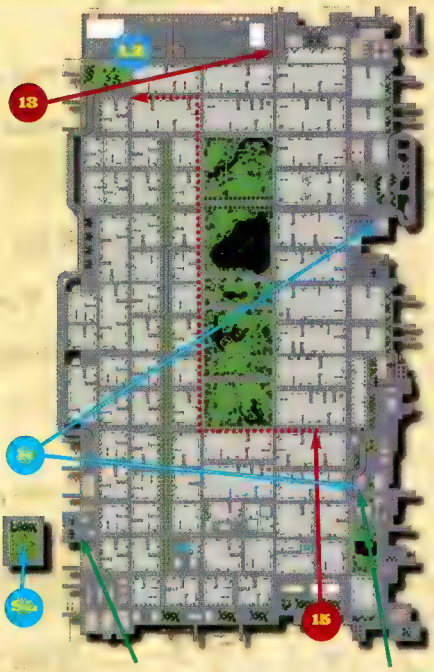
ASCII ENTERTAINMENT

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PlayStation

MATURE M AGES 17+ ESRB

New York City



Mission Highlights



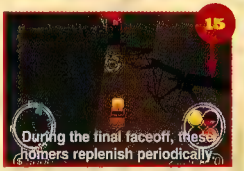


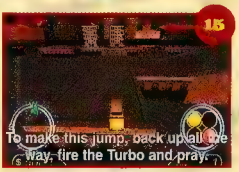


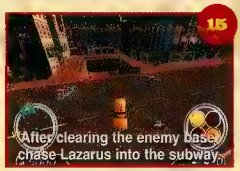












Location Key

LZ: Lazarus Stronghold
R: Repair Garages
SL: Statue of Liberty

Quick Tips













The Subway



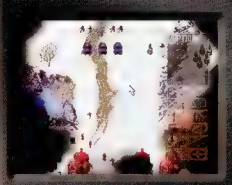
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Tokyo



Time Trials



This will unlock the New York Time Trials, so you can practice for a bit before you start the New York missions. Beat all the New York missions and—you guessed it—the Tokyo Time Trials will open.

An added feature of Auto Destruct is the Time Trial Option. Like most racing games, you'll find the Time Trials to be a great way to learn the layouts of each city before you start the missions. The game saves your best times for each city. There is some leeway for alternate routes, so look for shortcuts. Unfortunately, the Time

Quick Tips



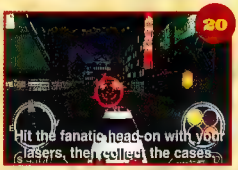


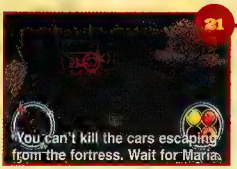
Mission Highlights





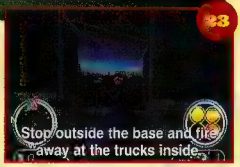


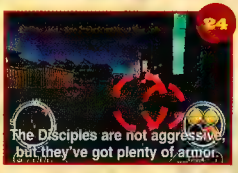


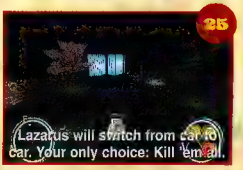














Location Key

HQ: Temple Headquarters
LZ: Lazarus Stronghold
R: Repair Garage
TT: Tokyo Tower
ST: St. Moody's Church





4 A.M., TALLAHASSEE, FL—

TWO DRUNKS BATTLE IT OUT DOWN THE HALL. THE 38 EXPRESS SQUEALS TO A HALT EVERY HALF HOUR ON THE STREET BELOW. SLEEP DOESN'T COME EASY IN ROOM 23. BUT FOR 19 YEAR-OLD RAY COOPER, IT HAS NOTHING TO DO WITH THE NOISE. AS HE SAYS, "IT'S BECAUSE EVERY TIME I CLOSE MY EYES, ALL I SEE IS LARA CROFT."

TOMB RAIDER II
STARRING LARA CROFT

PC CD

PlayStation

CORE



inset photos

Top: The Second Coming, slated for this fall. **Bottom:** Preparing for her return.

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MK Mythologies



system PlayStation
publisher Midway
developer Midway

strategy talk

Mortal Kombat Mythologies: Sub-Zero is a side-scroller that uses the MK fighting engine as its basis. You have a series of moves, but you'll have to earn the more powerful ones. The gameplay is close to that of Mortal, but it is not the same. You cannot perform Air Combos, although the enemies can do them. What really works against all enemies are Neck Kicks. (This is where you jump over the opponent and hit Low Kick at the last moment.) Strangely enough, Sub-Zero's special moves do not work too well. They take too much time to pull off, and most opponents will smack you silly in the meantime.

There are eight levels; most of them require you to find three keys before fighting a Boss. The levels vary in complexity, but most have the same enemy warriors.

Mythologies is pretty cool, but it can be beaten in a day. The cinemas totally rule.

—Andrew "NYR: Lots o' Love" Baran

strat-stats

time to complete:
one day
challenge:
moderate
password or card?
use the password
total # of levels:
eight
bears wrestled:
12 (and counting...)

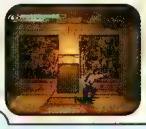
EGM²

The Temple

Mission: Find the Map of Elements

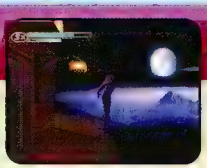
1. How do I leap to the bottom landing without dying? To get to the lower floor without dying, first hop onto the ledge, then jump down. You'll bounce to safety.

2. How do I not get crushed? The stomping stones are motion sensitive. Crouch and do a Low Punch close to one to trigger it. Then run past as it rises. If you punch while standing, you'll get hit and forced backward.





If you just try to run past the stones, you'll get crushed.



Jump on the ledge before trying to bounce downward.





Scorpion blocks your way to the map. To defeat him easily, freeze him once. Uppercut him, then immediately do another freeze. You'll catch him unaware. Repeat this until you win.

Trial of Wind

Mission: Find the three keys

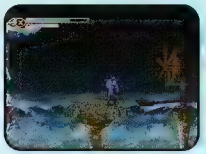
1. How do I get across the pits? Wait by the huge pits until the wind starts to blow. The gusts will carry you over to safety. If you're not sure about a jump, wait.

2. How to I jump onto the windmills? The spinning windmills can be awfully difficult to jump onto. However, it can be easy if you realize that it's an optical illusion. Ignore the depth, and just jump onto the spinning platform. It can be the simplest if you hop onto it when it is closest.

3. Where are the key pieces? The first key is found above the series of ropes. The second is located under the falling bridge. Just drop with the bridge. The third is located atop the giant funnel. Just make sure that you run to the right, otherwise the ventilation shaft will suck you in.



Find the second key by falling with the bridge.



Jump onto the narrow bar, and ignore the depth.



If you keep on Neck Kicking this Boss, you can keep him on the ground relatively helpless. When he turns into a whirlwind, run or you will automatically die.



Trial of Earth

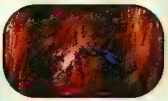
Mission: Find the Map of Elements

1. How do I get the third key? The third key is behind a closed gate. To get to it, you must go to the floor beneath it, and find a jumper that will bounce you up to it.

2. How do I kill the monks? Freeze the monks and they'll die after about three hits.



To get the key behind the gate, you must find a secret.





There's a simple combo that will beat this guy in a snap (you'll need to do this later against the other big enemies). Run in and hit him with a High Kick, then immediately slide under his legs. Keep on doing it.





Slide
Knock over a single opponent.



Dir. Ice
Can launch ice up or down.

Trial of Water

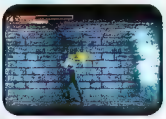
Mission: Find the three keys

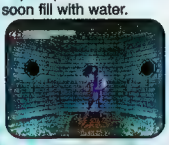
1. How do I keep from drowning? When you unlock the second doorway, it will cause a gush of water to spill out. You must run to the left as soon as you use the key, otherwise you'll drown.

2. Using the barrels: Throughout the level, you'll have to use barrels to ride upon the water. If you enter a dry room with a barrel, hop atop it. This means the room will soon fill with water.



Face to the left, before using the key.





Level Walk-through

First, make your way to the top of the level to collect the first key (#1). Run back to the locked door (#2). Enter and ride the barrel to the top of the room as the water rises. Pick up the second key. Next, make your way to the locked door near the top of the maze (#3). Use the key and run out of the room. This will fill the central basin (#4). Approach this room from the left side and ride the barrel across. The following room has the third and final key. Exit to the Boss via the bottom right-hand side of the map.

God of Water



This guy is one of the easiest to beat in the game. He cannot recover from your Neck Kicks at all, and any counters he tries will get him hit. If GOW tries to start teleporting around (like Glacius from Killer Instinct), jump vertically into the air and kick. You should counter him. Freezing works well if combined with a series of rapid High Punches followed with a sweep.

FATALITY

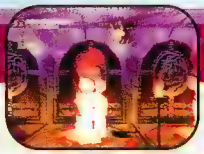
If a Boss falls to his/her knees, you can do a fatality. The move is just like his original fatality from the original MK! (Forward, Down, Forward+HP)



Trial of Fire

Mission: Find the three keys

1. Avoiding the intense heat: The only way to get across the fiery pits is to keep moving. There are items placed in the fire to lure you to your doom. Ignore them and repeatedly jump. The center points are the safest.



Keep jumping or you'll get burned. Aim for the center.



Flip the switch to lower the platform to the left.

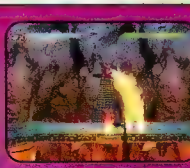


Use the different floor levels to beat the warriors.

God of Fire

The God of Fire shares the same weakness all of the man-sized Bosses have. Neck Kicks. You can keep Neck Kicking him until he dies. As long as you keep moving, you have nothing to worry about. Although if you slow down in your jumping cycle, you could get tagged out of the air. Once this happens, back off at least a character space away and repeat.

Remember: Don't bother trying to freeze this guy. It's just plain useless because you'll only get hurt.



Don't stand still, or you'll start getting comboed.

Sub-Zero must earn his moves by doing combos. The best is simply hitting HP repeatedly.





Air Ice

Toss an Ice Bast while in the air.



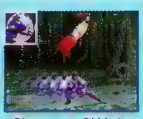
Ice Clone

A freezing copy of yourself.



Ice Shatter

Shatter an opponent after two freezes.



Super Slide

Slides through multiple targets.



Ice Run

Run through enemies to freeze.



Polar Blast

Freeze all enemies on the screen.

Prison of Souls

Mission: Escape from prison

1. How do I use the elevators? The instruction manual is kind of vague when it comes to using them. Simply hold the L1 button and hit High Kick to go up.

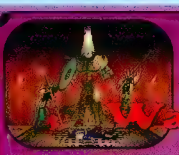
2. How can I get rid of these enemies? The seemingly endless waves of baddies can be attributed to their spawning every time you reach a section of the screen. Keep moving to fight the least amount of these guys. Use the level traps to smash



Stay between the smashers, and enemies will get lured in.

and cut them up. Remember, a simple Jump Kick will remove their laser guns.

Warden



The first time you get to the warden, he'll kick your butt and throw you in a cell with Shinnok. Don't worry, this battle is scripted.



Use the same technique that you use with the other large enemies on him. You know the one: Run, High Kick, Slide repeat over and over.

Bridge of Immortality

Mission: Get across the bridge

1. Where is the second key piece? The second key piece is guarded by the third guardian mech. To get to him, drop between the platforms that are incrementally higher.

2. How do I get past the force fields? The force fields will not shut themselves off unless you kill the assault mech nearby. They will flicker for a few seconds, then eventually turn off.



Fall between the platforms to find a Boss.



Dodge the swaying tentacles by running past.



You'll need the three keys to continue on.

Guardian



Run at the mech. Make sure you'll have sliding room.



Hit High Kick to do a small amount of damage.



Slide through its legs to get away from its attacks.



The are three guardians of this level. First, run into the Boss and immediately launch a High Kick. As soon as the hit goes through, slide under the mech's legs. Run back and do it again and again. Does this sound familiar to you?

Shinnok's Fortress

Mission: Explore the fortress

1. Where do I go? There are two elevators found on the main floor. Use them to get higher into the fortress.

2. Where is Quan Chi? Place the keys (retrieved from the three Bosses) into the matching teleporters. These are found on the top floor. This will warp you to the vile sorcerer via a special glowing light.





Mini-Boss 1: Kia

Kia will toss her boomerang at you, and it can open you up to an air combo. Neck Kicks will work, but you'll have to dodge her weapon.



Mini-Boss 2: Jataaka

Jataaka attacks relentlessly with a knife. Once again, Neck Kicks will work, but you will want to hang back when she spins.



Mini-Boss 3: Sareena

Sareena fights with two sickles. Keep up the neck kicks. If you slow down, you'll get hit with a flurry of attacks. Keep moving.

Quan Chi



If you try to fight this guy on his own terms, you'll get wiped all over the ground. Rely on the Neck Kicks, and you will kick his butt. Just when you think you've finished Quan Chi, a mysterious friend will pop in and end the sorcerer's life (until MK4, that is...).

Shinnok



Wait for Shinnok to launch a fireball at you, and freeze him at this point. Teleport behind him and freeze him again. Then use the L1 button to steal his amulet. Run through the portal to escape his demon form.

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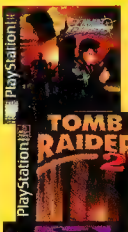
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Eidos (Adventure)
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'BREATH OF FIRE III' Immense environments allow viewpoint rotation to reveal hidden pathways, items, secrets and powerups. Find the secret of the Dragon shrines or become an apprentice to learn magic and special abilities.
Capcom (Roleplaying)
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'POWER WHEEL' was designed to bring realism and playability to the video game player. Provides smooth four direction shifting. Brake and gas pedals provide a realistic feel and are ergonomically designed to be used either sitting or standing. Steering column can be adjusted for correct height.
Game Source (Hardware)
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'SEGA AGES' The hottest hits of the 80's arcades are finally available on a home system. On a single cd, 'Sega Ages' features the blasting sci-fi madness of 'Space Harrier', the tune-rockin' tour race 'Outrun', and the top gun action of 'Afterburner II'.
Working Designs (Bundle)
Release Date: NOW SAT $40



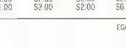
'MAGIC KNIGHT RAYEARTH' Three Japanese schoolgirls must save a Princess to restore peace to the land. Breathtaking animation with over 90 minutes of audio. When you talk to characters in the game, they reply!
Working Designs (Roleplaying)
Release Date: NOW SAT $52



'MLB FEATURING KEN GRIFFEY JR. N64' comes packed with over 1500 motion-capture animations and a stadium full of stats. Pinpoint control and a fistful of specialty pitches. Four modes of play, including exhibition, half or full-season, Pennant race, or World Series.
Nintendo(Sports)
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Release Date: NOW N64 $69



'DELUXE DIPLOMACY' Set in pre-WWI Europe, each player takes on the role of one great power and through careful strategy and even more careful negotiations, seeks to dominate the continent. Winning demands the ability to survive in the mix of shifting alliances, compromise and cooperation, and double-dealing.
Avalon Hill (Board Game)
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'MAGIC THE GATHERING 5TH EDITION' This deck contains 60 tradable game cards, randomly assorted, plus a rule book. Each player must have a deck. This deck may be enhanced with more cards sold in booster packs.
Wizards of the Coast (Card Game)
Release Date: NOW CG $7

'DEADLANDS' The year is 1876, but the history is not our own. In this *Weird West* Roleplaying game, players take on the roles of hexslinging Hucksters, Mad Scientists armed with weird, steampunk gizmos, deadly Guntlighters, fearless Indian braves and wizened Shamans.
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EGM2198

NBA Live 98



system: PlayStation
publisher: EA Sports
developer: EA Sports

strategy talk

With many sport games, yearly sequels usually entail a few changes for the better—and some not always to your liking. But EA Sports has shown otherwise in its latest edition of NBA Live.

This game has come a long way since its predecessor, NBA Live 97. For example, the speed of the game has increased a great deal. The game, as a whole, is by far one of the most innovative and intense basketball games for the PlayStation. EA has also captured every aspect of a live game from the impressive 3-D views of the court to the detailed NBA player graphics.

One of the new features of Live 98 is the option to enter a three-point shoot-out contest where up to eight players can play. Who knows: Maybe next year EA will add a slam dunk contest as well!

In this strategy, the game is broken down by level difficulty. By doing so, you'll be able to work your way up to Superstar!

—Scott "NYR: Use the Bathroom" Jacobs and Carey "NYR: Rollerblade™ More" Wise

strat-stats

favorite team:
da Bulls
best feature:
3-point shoot out
worst feature:
nothing
difficulty:
totally adjustable
old MK or new MK?
MK Annihilation

SHOOTING	BALL CONTROL	REBOUNDS	DEFENSE
1.Houston Rockets	1. Chicago Bulls	1. Portland Trail Blazers	1. Seattle Sonics
2. Phoenix Suns	2. Utah Jazz	2. Chicago Bulls	2. L.A. Lakers
3. Chicago Bulls	3. Phoenix Suns	3. New York Knicks	3. Atlanta Hawks
4. Charlotte Hornets	4. Houston Rockets	4. New Jersey Nets	4. Chicago Bulls
5. Utah Jazz	5. Boston Celtics	5. Milwaukee Bucks	5. Miami Heat
6. New York Knicks	6. Minnesota Timberwolves	6. Toronto Raptors	6. Detroit Pistons
7. Cleveland Cavaliers	7. Charlotte Hornets	7. Detroit Pistons	7. San Antonio Spurs
8. Minnesota Timberwoives	8. Indiana Pacers	8. Orlando Magic	8. Utah Jazz
9. Philadelphia 76ers	9. Orlando Magic	9. Denver Nuggets	9. Orlando Magic
10. Miami Heat	10. Washington Wizards	10. Philadelphia 76ers	10. Boston Celtics



OVERALL BEST

1. Chicago Bulls
2. Utah Jazz
3. L.A. Lakers
4. New York Knicks
5. Atlanta Hawks
6. Houston Rockets
7. Miami Heat
8. Seattle Sonics
9. Charlotte Hornets
10. Detroit Pistons

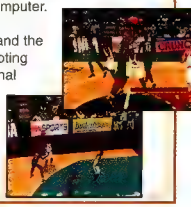
3-POINT SHOOT OUT

- Keep moving at a reasonable pace and take your time when hitting the R1 and Circle buttons.
- The shooting percentage goes along with which level you chose.
- When shooting, release the Circle button at the peak of the jump or just as the player is coming down from the peak.



OFFENSE

- **Rookie:** The computer rarely steals the ball, so take advantage of this. Use this level to get acquainted with the game.
- **Starter:** The computer gets a little more aggressive. Use the crossover and fake shots to confuse the computer. Pass more and when open take your shot.
- **All-Star:** Competition is above average and the computer will catch on to your moves. Shooting percentage is added. Try using the directional passing, but make sure you see who you're passing to first. Adapt and learn from the computer's moves.
- **Superstar:** Practice plenty before trying out this level. The computer is much harder than usual for a basketball game.



DEFENSE

Note: On all levels, be cautious when using a power steal. Most of the time the ref will call a foul, if you're not careful. This only applies for regulation play.

- **Rookie:** Again, use this level to familiarize yourself with the game. Stealing the ball won't be hard.
- **Starter:** The computer won't pass or use turbo too much. Stick to your opponent and use good defense. The computer won't move around you during this level.
- **All-Star:** Remember what you have already learned. Try using double team (Select) here to help steal the ball. Cover your man more carefully because the computer will move on you. Important: DO NOT REMOVE THE MIDDLE MAN! The center is a valuable part of the defense in this difficulty level.
- **Superstar:** The computer passes constantly. It will also try to shoot more free throws. Keep your eye on turnaround jump shots near the basket.



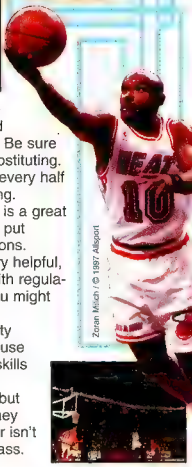




ADDITIONAL POINTERS



- The computer sometimes makes some bad choices in substitution. Be sure that you control the substituting. Check your players at every half to see how they're doing.
- The Directional pass is a great addition. Try using it to put yourself in good situations.
- Power stealing is very helpful, except while playing with regulation rules. Odds are you might get called for the foul.
- On the higher difficulty settings, make sure to use the new ball-handling skills and pass frequently.
- Alley-oops are cool, but nine out of 10 times, they don't work if the dunker isn't in position to get the pass.



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ISSUE #1

CHECK OUT OUR HOT NEW GAMES AND PREPARE TO GET ROCKED!

IN THIS ISSUE:





















eat.

burp.

eat.

burp.

eat.

burp.

puke!

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Designed For Use With Rumble Pak
KIDS TO ADULTS
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MACE The Dark Age

EVERYTHING'S A WEAPON.

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NINTENDO 64 PlayStation MATURE M

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MATURE M
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NINTENDO 64

PlayStation

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PlayStation

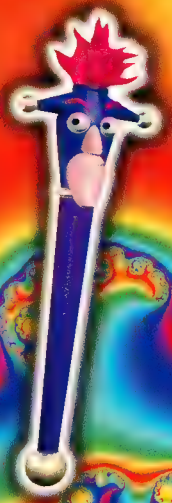
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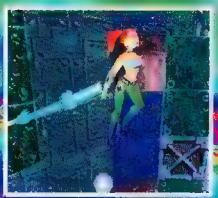
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PlayStation

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Midway Rocks the House

Pandemonium 2

CRYSTAL DYNAMICS

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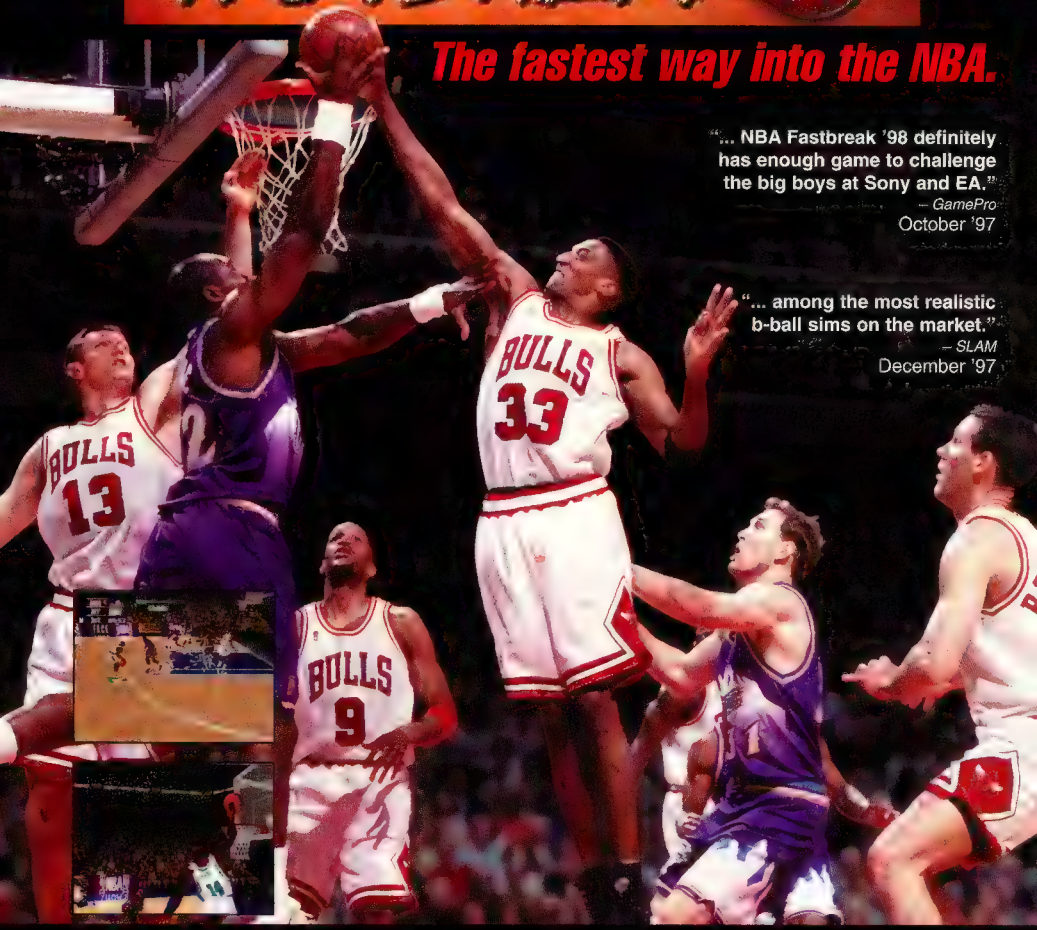
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PlayStation

AGE TO ADULTS
CONTENT RATED BY ESRB

ADMIT IT.

Sometimes you'd feel better if you could just shoot every damn thing in sight.





(BUT THEN THERE'S THAT DEATH PENALTY THING.)

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MAXIMUM FORCE

PULL THE TRIGGER

Midway Arcade Treasures House

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ESRB

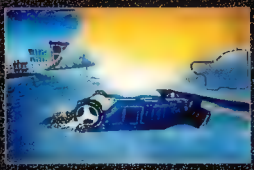
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Ultra Gameplayers

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Game Informer Magazine

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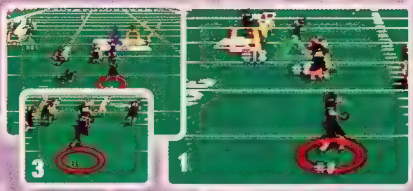
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OFFENSIVE KEYS

Top Calls: You can't call the same play over and over again in this game—the computer won't let you. What you need are three or four plays you can cycle through (see below right for an example).

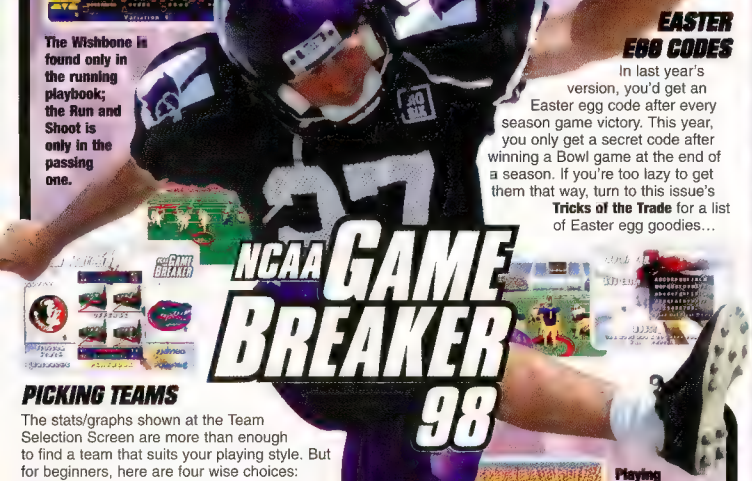
Be Unorthodox: Fool the computer by passing on third and short, or even running the QB on deep pass plays!





Sure Plays: Keep mixing these plays up. 1. **Three Wide/Clear Out.** The crossing Triangle receiver is open more often than not. 2. **Shotgun/Deep Post.** Bootleg right; run the ball if no one's open. 3. **Power I/Pitch St.** Attack the wide side to keep them honest about covering the run.

The Wishbone is found only in the running playbook; the Run and Shoot is only in the passing one.



EASTER EGG CODES

In last year's version, you'd get an Easter egg code after every season game victory. This year, you only get a secret code after winning a Bowl game at the end of a season. If you're too lazy to get them that way, turn to this issue's **Tricks of the Trade** for a list of Easter egg goodies...

PICKING TEAMS

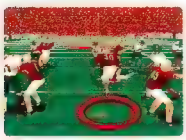
The stats/graphs shown at the Team Selection Screen are more than enough to find a team that suits your playing style. But for beginners, here are four wise choices:

● **Tennessee:** A killer passing team. The **Run and Shoot/Hail Mary** play to the right side is deadly—one of those receivers is always open! If not, just run the QB upfield!

● **Florida:** Probably the best choice for players overall. The Gators post strong stats on defense, offense and special teams—watch out for their WRs.

● **Florida State:** They boast one of the strongest defenses in the nation, so call blitzes early and often. The 'Noles are solid on offense, too.

● **Nebraska:** Want to learn the ins and outs of the run game? Use their GameBreaker running back...one of the best.



© 1995 Brian Bahr/ Allsport



Playing a DT or DE? Don't forget the swim/rip moves (L1/R1) when rushing.



Killer Combos: Normally, you can use the **Square** button to tackle. Don't. Try to use the power tackle **(L2+X)** whenever possible. It'll reduce the chances of getting shed by the ballhandler. Plus, the move ups the chances for a fumble.

Top Calls: If you're leading in the second half, call pass defenses exclusively. The computer tends to avoid clock-eating run plays when it's trailing.



Helpful Advice? The computer generally does better at stuffing the run than the pass. As a result, I like to call blitzes—then I control an LB who drops back as an extra pass defender.

DEFENSIVE KEYS

NCAA GameBreaker 98



PlayStation — system
Sony Comp Ent. — publisher
Sony Comp Ent. — developer

strategy talk

College fans, rejoice!

The top NCAA football game of 1996 returns with a new 3-D look.

But don't be too quick to judge this title merely as an NFL GameDay 98 with college uniforms. Sony went above and beyond the call of duty to add exclusive features such as the Create-a-Play Menu. Plus, developers included a ton of extras to tailor the game to the college scene, from the true-to-life fight songs and stadiums to the expanded playbooks.

If you played last year's version, you'll immediately notice that Sony slowed the speed—a response to critics who said it played too fast last year. Plus, the developers totally revamped and expanded the playbooks. Now teams have three playbooks to choose from, as well as variations for each play.

The 3-D look has some gameplay advantages. For example, the polygonal players make it easier for backs to see the true size of holes to run through.

—Nelson "NYR: Stop That" Taruc

strat-stats

beats the original:
by a huge margin
best addition:
play variations (R2)
refs need to call:
pass interference!
current fave CD:
Nimrod (Green Day)
who's the kicker?
NU's Sam Valenzisi

Part 1 of 2



system PlayStation
publisher Eidos
developer Core

TOMB RAIDER 2
STARRING LARA CROFT

strategy talk

Lara [illegible] got these days, that her popularity has virtually exploded since the release of the first game a little more than a year ago. With her likeness appearing in everything from comic books to action figures these days who has time for treasure hunting?

Lara Croft. That's who! Make no mistake, what we have here in the latest installment is a tougher, longer and more involving game than the first. Followers of the original will understand what I mean by this, but the good news is that you don't have to be a master of the original to play this new release, as any one can start it up and get right into it. Be forewarned though, as putting this game down seems to be another matter entirely.

Kudos to Gary Keith from Eidos, Ryan McDonald, Mike Mantgem and Joe Fielder from VideoGameSpot for helping make this strategy guide possible.

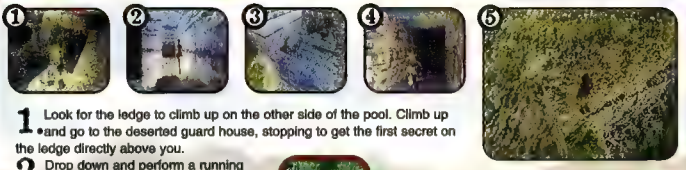
—*Tim "NYR: New Hobby" Davis*

strat-stats

time to complete:
don't make any plans
challenge:
difficult
PC better?
my sources say yes
time check:
4:14 a.m.
tom's flick of the week:
The Devil's Advocate

To achieve any degree of success controlling Lara Croft in TR2, you have to first understand the play mechanics behind her. Basically, all of her movements are governed by invisible square patterns, and if you think of her as one "square," moving among an entire grid of them, it can help out immensely. For example, for Lara to perform a running jump, she must first cover one square area to gain enough momentum to successfully jump at the right time—or else she'll fall to her death. This technique also holds true for jumping to the side or back. Above all else, if you're still having trouble, it never hurts to spend time in Lara's estate first.

TOMB RAIDING 101



1 Look for the ledge to climb up on the other side of the pool. Climb up and go to the deserted guard house, stopping to get the first secret on the ledge directly above you.

2 Drop down and perform a running jump/hang to flip the switch that opens the passage to The Great Wall itself.

3 The key for the second guard house is in a small pond directly to the right of the wall. Now climb back up to the guard house. Use Lara's climbing skill to find the Rusty Key that opens up the passage below. Being cautious of spiders, pull the stone block out and slide down the passage to the dart room—you must shimmy your way across.

4 After hopping over the spiked floor, quickly jump to your left and climb up the cliff to gain the second secret.

5 The final one lies in a dinosaur-infested cavern just below the rope-and-pulley device at the end of the level.

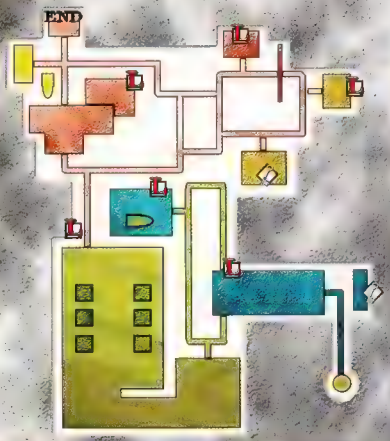


Item Checklist

Name of Item	Location
1) Guard house Key	■ In an underwater cavern near the wall.
2) Rusty Key	■ On the top floor of the second guardhouse.



The Great Wall



Venice, Italy

The Venice level layout is about as non-linear as you'll get in TR2. Now more than ever, it's up to you to figure out where to go and what Lara's supposed to do. If you're stuck, there's always this article below.

Item Checklist

Name of Item	Location
1) Boathouse Key	■ Guarded by a suit-wearing enemy on the balcony near the start
2) Weapon: Pistols	■ Acquire from an enemy near the docks after releasing the boat
3) Steel Key	■ Acquire from an enemy on the top floor of the main building above the gondolas
4) Iron Key	■ Submerged under water in a room surrounded with climbable walls

A The Speedboat



At the start, be sure to take out the enemy on the balcony above you for the boathouse key.

1. Before entering the room by the docks, dive first into the water and swim under the boathouse doors. Find the switch that opens up a hall passage.

2. Now backtrack to the house and make your way up it by flipping the various switches that open up the floor above you.

3. After blowing through the windows, cross the hallway and jump to the canopy ahead to acquire the boathouse key.

B The Boat Lift



1. Follow the passage to the suspended bridge over the river; move the switch at the end of it.

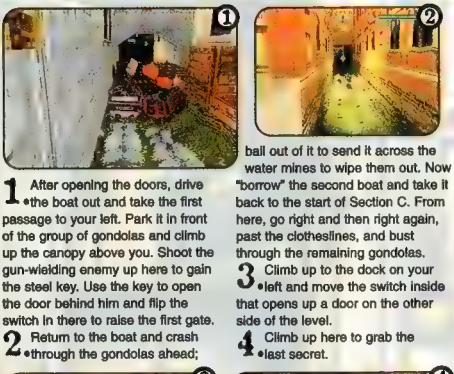
2. Go back to the room previously and shoot out its windows to expose a path to the door you just opened up. Perform a running jump to the canopy (be ready to hang!) and continue jumping across the following canopies to the room ahead. A lever inside opens the main gate below; it leads to the second part of the stage.

3. Use the boathouse key to release the speedboat, but before entering the passage ahead, stop first to kill the enemy firing on you from the docks and grab his automatic pistols. Now take the boat to the first passage to your right and hop out to grab the first secret. The second lies deep in the pool of water just after the waterfall.

4. Park the boat in front of the wooden door after the pillars. Hop out and flip the switch in the room to the left to raise the water level around the boat, and the lever below it (5) to open the main doors.



C The Gate System



1. After opening the doors, drive the boat out and take the first passage to your left. Park it in front of the group of gondolas and climb up the canopy above you. Shoot the gun-wielding enemy up here to gain the steel key. Use the key to open the door behind him and flip the switch in there to raise the first gate.

2. Return to the boat and crash through the gondolas ahead; ball out of it to send it across the water mines to wipe them out. Now "borrow" the second boat and take it back to the start of Section C. From here, go right and then right again, past the clotheslines, and bust through the remaining gondolas.

3. Climb up to the dock on your left and move the switch inside that opens up a door on the other side of the level.

4. Climb up here to grab the last secret.

D The Bell Tolls

1. Take the boat to the area you just opened up and search the submerged floor for the iron key.

2. Take the key back to the dock where you picked up the second boat and open it to reveal the second gate switch inside.

3. Finally, flip the switch in the room behind the ramp (see picture 3) to open the level exit. It's a timed switch, so you'll need to race your boat up the ramp and navigate your way through the gates and out the exit before the bells stop chiming.



Bartoli's Hideout

It's one of the most impressive-looking stages in the game, and enemies are as numerous as ever. The ballroom is an area that has to be seen!

A The Entrance





Go left at the start. A switch at the end of the hall opens the main doors.

1. Once inside, carefully make your way past the knights to your left. Move the lever past them to open a passage to the next floor.
2. You'll need to double jump to get up to the balcony in the room and push the crate in front of you to gain access to the exit. Now jump to the platform ahead and climb up the wall to get to the balcony waiting outside.
3. Jump to the canopy to your left and make your way down the alley to the open door below.

B The Hall Traps




1. Search the room with the chandelier for a hidden switch that opens access to the first secret outside around the corner. Blast out of the room and enter the next by the same method, being wary of nearby enemies. Now push in the center brick of the fireplace.
2. Jump into the water to avoid the swinging blades on the side of the ramp.

C The Ballroom



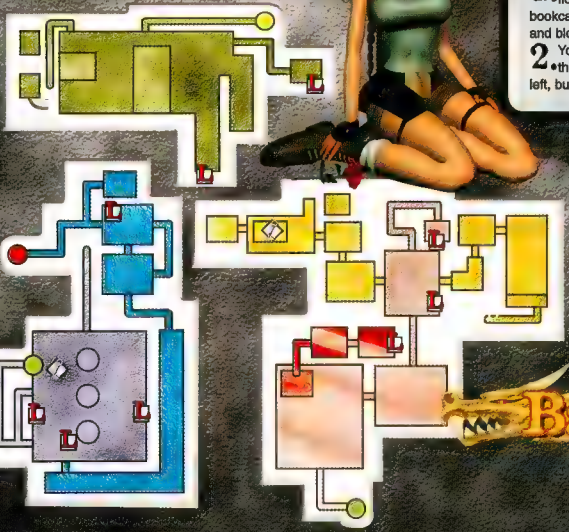


1. Climb the first chandelier to flip the wall switch on the left side of the room.
2. Make your way to the second chandelier. Move the second switch, this time on the opposite side of the ballroom, to reveal the location of the library key.
3. Climb the third chandelier to the top of the room. Use the rafters to shimmy across so you can jump to the platform right next to the last switch in the room, which reverses the chandeliers' positions. Now go back down and use the chandeliers again to grab the library key.

D The Library

The library door is found in the far-right cavern of the submerged portion of the house. Once inside, move the switch above a bookcase at the far end of the building. Now make your way back through the door you've just opened.





E The Detonator





1. Make your way up to the top floor window by scaling the bookcases just like you did before, and blow it out.
2. Your main goal is to jump on the white brick fence to your left, but first you must perform a series of jumps to get down safely.
3. To get the Uzis, follow the brick wall as far as you can, turn toward the building and do a running jump onto the roof of the building ahead of you. The Uzis are hidden in a room just past the rooftop, on the far side of the surrounding area. Grab the detonator key from inside the building and go back to the garden area you haven't yet explored.
4. Before detonating the explosive, search the top floor of the house on the far end of the pool for the final secret.
5. Now blow that sucker to kingdom come, and exit through the ruins that are left behind.




Item Checklist

Name of Item	Location
1) Library Key	■ Behind a painting in the ballroom.
2) Detonator Key	■ In the house outside of the main library.
3) Weapon: Uzis	■ In an alcove past the detonator key house.

Opera House

Health packs are often dropped by the enemies in this level, which is good because you're going to need all of it you can muster for the end.

Item Checklist

Name of Item	Location
1) Ornate Key	■ In the room ahead from the start after the roof has been opened.
2) Relay Circuit	■ Hidden under the main stage in a room submerged under water.
3) Circuit Board	■ Just below the elevator shaft, in a separate room to the left of the stage.
4) Ornate Key	■ In the air ducts just after the dressing room.



A The Rooftops





1 Climb up the ladder from the left side of the pool below you and flip the switch to open the roof and to access the Ornate Key. Once you have the key, climb the ladder and jump across the surrounding platforms to the rooftops on your right.

2 You'll need to backward jump from the rooftops and hang to catch the window. Inside, use the walk command to avoid taking damage from the shards on the floor. Now use the Ornate Key to open up access to the roof of the Opera House.

B The Entrance

Once you're in the Opera House, flip the switch to the left to open the gate. Drop down and hit the switch to move the gate back to its original position. Now climb back up to the main theater. Just past the main stage in a room to the left is the switch you need to move to gain access to the room just off to the right of it.

C The Elevator Relay

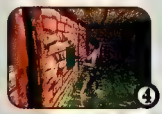



1 After gaining access to the room to the right of the stage, enter it and trigger the sandbag trap by running underneath it first.

2 Next, make your way up the room, avoiding the swinging suspended crates and hit the switch at the top to open the trap door in the main stage below.

3 Slide down the ramp backward and jump at the last possible second to successfully navigate through the door into the pool of water below. You'll need to find the relay down here that is located near the ladder leading back up. First you must find the switch (4) to open the door at the top of them. It's located in a tunnel to the left of the main one from where you started. Be sure to grab the level's first secret while you're down there.

5 Replace the relay back into the elevator control board to activate it, which is on the top floor to the left of where you started.


D The Circuit Board

1 First, grab the second secret that's above the elevator shaft and then take it down to the room below where you'll find the computer circuit board needed to operate the stage backdrop. But before you do that, make your way to the dressing room and navigate the ventilation shafts to grab the Ornate Key and the level's final secret. To exit the dressing room, stack two crates to climb out. The Ornate Door is on the second floor at the top of the main room and on the side of the room that you came in from. Use the key to get through and press the button on the wall one more time to re-open the steel gate, so you can climb up and replace the circuit board. Now move back out to the main stage.



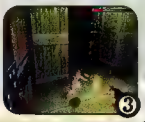
E The Grand Finale

1 After replacing the circuit board to the main stage, go to the room now accessible behind it. Move back the crate in there to reveal a switch.

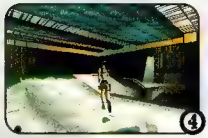
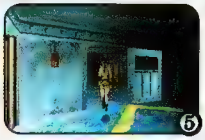
2 Next, climb up the pile to the walkway above and carefully jump across the room with the switch that you moved before.

3 Just past the swinging crates lies a heavily armed villain and a couple of dobermans. You'll have to get rid of one more enemy before the level's end. Finally, climb across the crates to open the level exit.



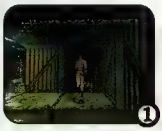


A The Yellow Key Card

1 At the start of this level, pull the box on your right •back twice, and flip the switch in the passage behind it to open the door. It's a timed door, so be quick.

2 Instead of facing the armed enemies head-on, dive •into the water and find the lever that opens the grate on the opposite side of the fan. Follow this as it leads back to the plane.

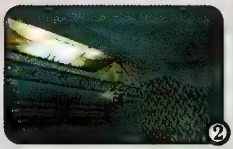



3 Now flip the switch that opens the airplane's •cargo hatch. Inside is another switch that cuts power to the engines. Next, hop in the water and make the journey again, although this time you might want to double back and move the lever that opens up the access for the level secret that lies behind the fan.

4 Perform a running jump at the plane's •engines and climb up to find the hatch at the top. Drop through and pick up your pistols. Now go back to the area where you first escaped and be sure to pick up the yellow pass card from one of the enemies that attack you.

5 Insert the card in the slot in the wall to open •up the door nearby.

B The Red Key Card

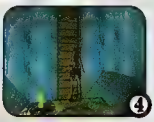



1 The path to the left requires a •red key card, so you'll have to take the right passage after using the yellow key card. Make your way to the sleeping quarters and pick up the harpoon gun and automatic pistols that have been left behind.

2 The switch near the closest •bunkbed opens a door in the ceiling at the far end.

3 Perform a backward jump to •hang on at the end of the ramp and position the boxes around to jump across the flames below (4).

5 Grab the red key card from the •enemy in the hallway, climb the ladder to the next level secret and head to the untaken left passage.

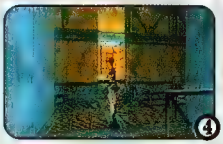

C The Green Key Card





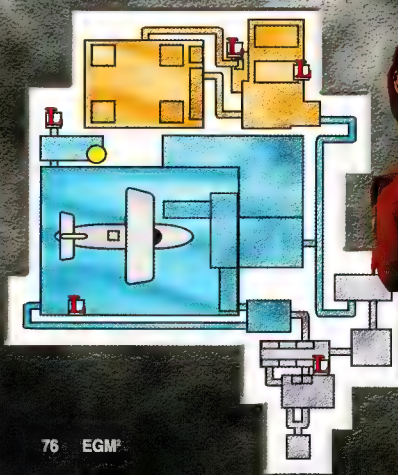
1 Once you've used the red pass •card, you'll need to position the crate in the room beyond so that Lara can climb up to the room above. This passage leads to a room that controls the water flow in the area you were just at.

2 Flip the switch in there to •reverse the flow, and go back to the pool room. Cross the pool and press the switch on the right side of the tanks, near the far wall.



3 This will open up the floor in the •control room that will take you to a separate water-filled area where you haven't been to yet.

4 Make your way around the •room using the catwalks, stopping along the way to pick up the last level secret near the base of one of the pillars. Next, break the green key card out of its glass case and take the upper passage to return to the control room. Insert the key in the room to open the door to the pool room and flip the switch to alter the current one more time.



Item Checklist






Name of Item	Location
1) Yellow Key Card	■ Grab from one of the first two enemies.
2) Red Key Card	■ Grab from the enemy in the hall above the burner.
3) Pistols	■ In a sealed room in the aircraft.
4) Harpoon Gun	■ In the sleeping quarters
5) Automatic Pistols	■ In the sleeping quarters
6) Green Key Card	■ Hidden in a glass case above the water-filled room with frog men.

Offshore Rig

It seems at some point in every Tomb Raider adventure, Lara loses her weaponry. At least this time, they're not as far away...

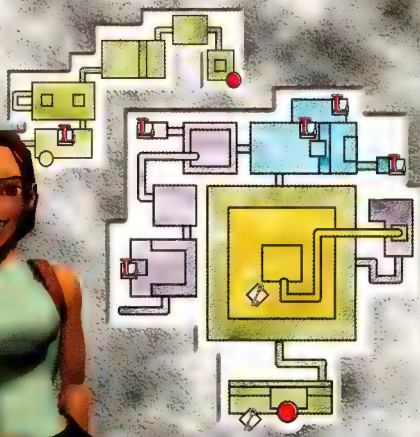
Diving Area

The most dangerous enemies in this stage are now armed with flamethrowers! Fortunately, Lara has some defense against this deadly addition: The M-16.

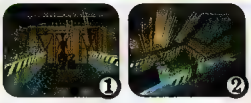


Item Checklist

Name of Item	Location
1) Blue Pass Card	■ Below the long catwalk, you drop down in a separate alcove.
2) Machine Chip	■ Past the two fire traps in the computer room.
3) Weapon: M-16	■ Hidden below a trap door between the two fire traps in the same room
4) Machine Chip	■ Grab from the enemy in the multi-door room.
5) Red Pass Card	■ Acquire from the stationary power saw in the industrial room.



A The Blue Key Card



In the diving area, execute a running jump across the pool below and move the switch above to deactivate the fan. Grab the grenades past it and move the lever in the water to open up a door out of the room.

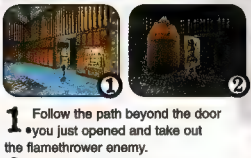
1 Carefully time your jumps past the moving industrial cranes and make your way to the sloped room.



2 Before jumping across the acid pool below, you might want to do a backward slide into the room in the middle of the ramp and pick up this stage's first secret.

3 Next, climb your way up the enormous ladder and drop down into the hole in the center of the room above. You'll want to drop so that you'll be sliding backward down the next ramp onto the catwalks so you can hang and drop onto them safely.

4 Finally, execute another running jump to grab the blue key card.



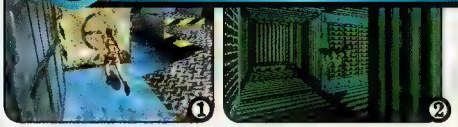
1 Follow the path beyond the door you just opened and take out the flamethrower enemy.

2 Walk in front of the orange canister to open a hidden door and the switch that opens up the second level secret. Now dive into the pool and swim your way into the next area, picking up the secret along the way. Surface up through the next room and flip the lever to open access to the control room outside of the computer terminal.

3 From the control room, hit the switch to lower the crane and use it to climb across the pool to the switch beyond.

C The Machine Chips

B Industrial Areas



Once you have the blue key card, use it to get into the room beyond that's composed of four main doors.

1 Being wary of the flamethrower-firing enemy—the first door you want to enter is the second one you'll come across located on the opposite side of the room. Push the block on the left side to reveal a computer panel.

2 Next, dive into the pool to your right and navigate through the underwater tunnels to find the lever. It opens up a door in the main area that you just came from.

3 Take this new passage until you reach a trap room filled with two fire traps.

4 Ideally, you want to flip the switch on the right first, then jump and flip the left one to turn the flames momentarily off while you retrieve the machine chip. You'll have to be quick if you want to grab the M-16 in the process. With the machine chip in hand, go back to the room where you found the computer terminal and put it to its use.



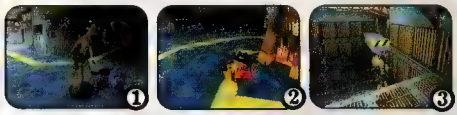
D Defense Room

Believe it or not, you have to go back to the room with the two flame traps. This time drop through the floor in the middle of the room which leads to the center of the Defense Room.

1 Grab the machine chip from the baddie down there and run back to the room with the operating saw.

2 Use the card to deactivate it and pick up the red key card.

3 Next, use the card on the door in the center of the Defense Room and make your way through the tunnels until you reach the final secret hidden in a room past the monk.





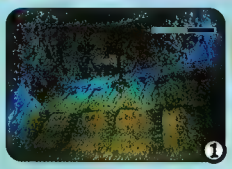
40 Fathoms

This stage will test how well you can deal with all the predators of the sea. Most of the time, though, it's better to try to "outswim" the creatures of the sea and save your harpoons for the pesky frogmen spread throughout the game.

Secret Checklist

Name of Secret	Location
1) White Idol	■ In plain sight just past the gray trap door in the center of the room.
2) Green Idol	■ Located in a hidden room above the ocean surface.
3) Yellow Idol	■ At the bottom of the underwater room with two levers

A The Sunken Wreckage







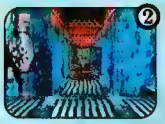
1 At the start of this mission, do a half turn and follow the crates and assorted wreckage of the ship until you reach the side that's still uncovered. Near its upper-left corner lies the entrance, just past the ship's anchor.

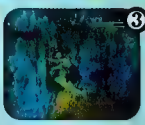
2 Grab a quick breath of air because that shark shouldn't be too far behind you and head through the opening in the side of the room. Swim through the ship in a counter-clockwise fashion until you reach the lever that opens up a passage under the submerged floor.

3 Make your way up to the dry floor above and acquire the level's first secret by avoiding the different colored tiles on the floor. Once you have the idol, trigger the trap door to open without falling through it by jumping back. Now shoot the enemies below from a relatively safe distance.

B The Flame Traps

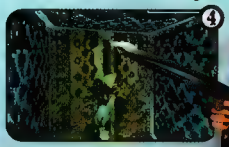






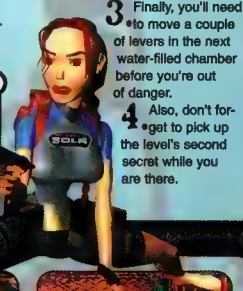
1 Use the crates to jump your way up to the Flame Trap room.

2 To solve this puzzle, first flip the switch that's hidden just above the dark corridor. This will open up access to another switch that shuts off the first set of flames. Once that switch is moved, run and jump like crazy to the flames themselves and move the switch to open up the second door. This shuts off the second set of flames. Remember: Timing here is critical since these are timed switches. One missed jump or wrong turn can be disastrous. Run to the switch that you just opened, move it and run back to the lever that controls the first set of flames. Once that's done, make a mad dash past the flame traps and exit the room.



3 Finally, you'll need to move a couple of levers in the next water-filled chamber before you're out of danger.

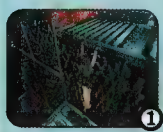
4 Also, don't forget to pick up the level's second secret while you are there.

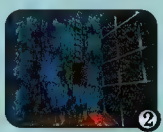


C Mountains of Mud

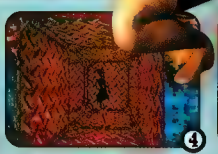
1 Pull the box in the room far below back to vault onto and hit the switch to open up access to the previous room's ceiling by dumping all the debris from the room above. Climb your way up the passage in the ceiling on the right and move the lever in the room. This'll cut to a cinema of a door opening that you haven't been to yet.

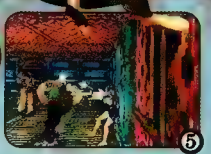
2 Drop down into the room you were just in and position yourself under the second hole in the ceiling.









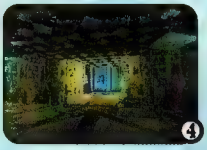


3 This one you won't be able to climb through, so position Lara with her back against the wall and jump and hang on the platform above. Now climb up and make your way to the next switch by staying mostly toward the right side of the rock pile. Flip in and make your way down to the main room below.

4 Next, you must climb your way up the entrance on the far-left side of the room just opposite the moveable crate. At the end is a huge pool you helped fill with the flip of that last switch. Go ahead and dive right in, but beware of a frogman lurking in a submerged hallway just below you. Although you might be tempted to fight him there, try instead to lure him to the surface so you can nail him with some serious firepower from the platform above.

5 Finally climb up the enemy-infested room and exit the level.

A The Rest Room Key


1 Make sure to grab the health pack and drop down to the collapsible floor. Ahead in a darkened corner of the room barricaded with overturned furniture is a passage in the ceiling that leads to the first secret.

2 Next, move the crates in front of you out of the way (you can stack them in the far-left hallway if you like) to expose two new rooms—the rest room and ballroom.




3 The key to the rest room is hidden in a cave behind the ballroom and is surrounded by a host of spikes. Grab it and head to the end of the rest room to gain access to the glass door on the other side.

4 Go in the newly opened room and hit the switch in there to open up a previously hidden room in the ballroom.

5 Go back and hit the switch closest to the glass door before heading back to the ballroom, so you'll be able to acquire the third circuit breaker later on. A ledge to the right of the opened painting in the ballroom is the only climbable way up to the balcony in the same room. Now claim the first circuit breaker on a ledge in the ballroom.

B The Circuit Breakers



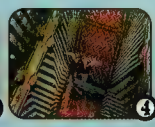
1 Only two of the five doors that make up the main hallway are accessible when you arrive there. Open the door on the right and move the different-colored crate to flip the switch and exit the room. This passage leads around to a room with another moveable crate. Pick up the Rusty Key that the crate leaves behind and move the lever on the wall nearby to return to the hall.

2 Now use the key to enter the door on the far-left side of the hallway and position the crates inside so you can push the final one in to reveal a hidden passage on the other side.

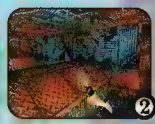
3 Run across the collapsible floor tiles in a circular pattern to avoid being steamrolled by the debris from the right side and climb up the room to the right to claim the level's second secret idol.

4 Move the lever in front of the boat to open the door above you and move the lever at the end of the passage, being wary of the trap door along the way. The switch here opens up a hidden passageway to the second circuit breaker. Flip the switch in this room to drain the water from the room with the boat and follow the hallway beyond to drop down into the room beyond the rest room that wasn't accessible from the inside. Pick up the final circuit breaker there and head back to the area you first dropped down from.

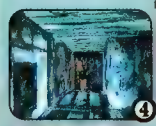




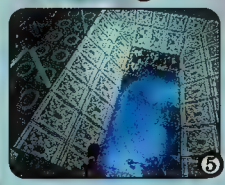
C The Cabin Area


1 Follow the pool of water up to the room above and insert the three circuit breakers you've found so you can move the box back, climb up it and flip the switch on the ledge.



2 Make your way across the upper part of the room until you come to the captain's cabin.



3 After a series of switches, find the exit outside. Avoid the sharks and other aquatic life to find the Cabin Key itself. Also down there is a passage leading up to a hidden area and the final secret of the level.

4 Open the cabin with your newly found key and hit the lever in there so you can move the box in the room outside of it to access the next switch. That switch you just activated opened up a door back in the cabin, so back you go.

5 Finally, you'll need to dive into the water through the shattered glass floor and look for an assortment of barrels near one of the walls of the cavern. Behind them is a hidden area that leads to the level's exit.

Wreck of the Maria Doria





Item Checklist

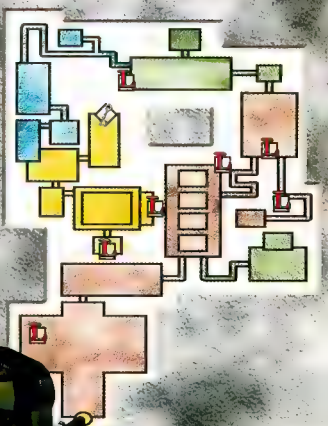
Name of Item	Location
1) Rest Room Key	• Hidden in a cavern behind the grand ballroom.
2) Circuit Breaker 1	• On the balcony of the ballroom toward the left side.
3) Circuit Breaker 2	• Hidden in a corner of the room with the glass floor.
4) Rusty Key	• Under a steel crate in the room behind the hallway.
5) Circuit Breaker 3	• In a room behind the rest room.
6) Cabin Key	• Located outside of the ship underwater on a rock.

Living Quarters

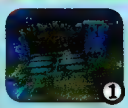
This stage will start Lara in the bowels of the machine room of the Maria Doria and make her travel all the way up to the ship's theater. Fortunately, there's only one item in there that she needs to find.

Item Checklist

Name of item	Location
1) Theater Key	• Hidden under a crate in the waterless pool



A The Engine Room





1 The lever outside the hull opens up the passage to the inside.

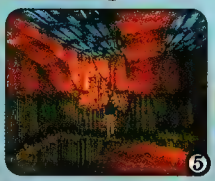
2 Shimmy past the flames below to flip the switch at the far end in the next room.

3 The next switch that you'll come across alters the position of the engine pistons so you can climb across them. Before jumping to the other side, stop first and claim the first secret laying on a ledge near the right side of the room. Move the boxes in the room ahead so that you'll be able to drop down to the room below and move the switch there again that alters the position of the pistons.



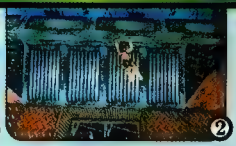
4 This time, climb your way back across them and execute a running jump followed by a hand grab to pull yourself up to the lever on the right side of the screen. Flipping this switch will fill the room with water that you had to previously shimmy across to avoid the fire traps.

5 Next, move the lever in the room, now submerged under water, to open the door ahead of you and exit. There'll be a frogman out there waiting for you; arm your harpoon gun in advance and get set for a fight.





B Into the Pool

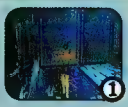



1 After dealing with the frogman, you'll need to swim past an extremely hungry eel. If you're patient and stick to the left side of the underwater caverns before and after moving the switch past him, you should do all right. Climb up through the trap door under the ship that you activated and be prepared for a rather bothersome puzzle.

2 Just past the room you just crawled into is a room with two switches. Move the switch to the right first and then immediately the one to its left. Now leap your way to the overhang and shimmy your way across to the switch that opens the passage out of the main room. The switches are timed so you'll have to be quick about it, and, of course, it's always a good idea to save your game first before attempting any death-defying stunt.



3 Finally, make your escape out of the main room by using the upper ventilation system as your bridge to the doorway at the far end of the room, moving a crate or two to clear the way.





C The Leaning Floor

1 The second secret can be obtained by simply standing at the edge of the pit and performing a roll command. Lara will safely fall into the pit to claim her prize.

2 The final secret lies in an underwater cavern below the ship. Access to it is easy, but you're going to have to deal with a couple of barracudas guarding it first.

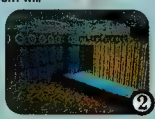
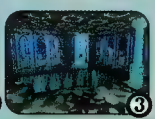
3 At the end of the hall you can double jump your way up the slanted floor and make your way out of there through the doorway on the right side of the corridor. Pull the crate back on the right portion of the hall as far as it will go.

D The Maria Theater

1 Hop over the balcony and search the empty pool at the far-left area of the room. Behind the wooden crate lies the Theater Key. Now double back and use the key to gain access to the theater.

2 The switch to the right of the stage in a separate room will move the curtains far enough back for you to enter the back stage area and hit the switch that fills up the pool you were just scavenging through.

3 Finally, follow the path back to the pool and swim your way across to the level's exit.

There's still plenty of discovering for Lara to do (much more than we could fit here), but don't fret fans, as Part 2 of the walk-through will soon be on the way. In the meantime, [illegible] look at things to come.

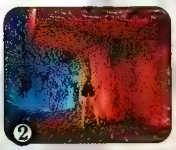
CROSSOVER
TOMB RAIDER 2

PC gamers will be happy to know that their version of this hot sequel not only breaks new ground as to what to expect from the genre, but also that it's the only other version of the game available. (At least for the present time—who knows what the future might bring.) Fans of the original PC port must not miss this one.



10 The Deck

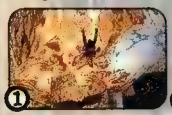




1. Once you have climbed up toward the top of the remains of the deck, jump across to the remains of the ship.
2. Drop down the far side and shimmy your way over to the widening walkway on the side so you can set yourself up for the next jump to the caverns to your right.

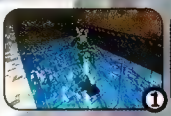
11 Tiberian Foothills

1. The best way to navigate down the mountainside is to do a half turn at the top and drop and hang from platform to platform until you reach the entrance and your next goal—the snowmobile (2).





12 Barkhang Monastery





Lara's goal in the Monastery is to find and retrieve the five missing prayer wheels located throughout it. Once all are collected, go to the room to the left of the temple statue.

13 The Catacombs

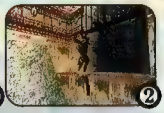
1. Your first goal in The Catacombs is to retrieve the golden mask from its resting place under a cage in the same room. First release the avalanche on the ramp and climb your way up the far side wall.
2. Backflip onto the platform behind you and flip the switch to release the mask.





14 Ice Palace





1. The majority of the puzzles in this stage deal with bells and spring boards.
2. Between jumps, you must shoot the bell here on the way up to open the gate above you to exit the room.

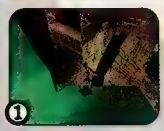
15 Temple of Xian

1. Patience is the key to completing all the jumps over the lava pits.
2. To successfully avoid the closing wall of spikes, you have to run, move the lever, roll and run like crazy to get out.





16 Floating Islands

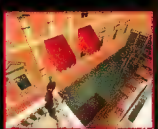




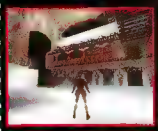


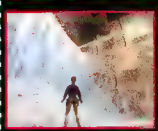


1. Don't wait until the last possible second when sliding down these ramps or else you'll miss the final jump to the trap door switch (2).
3. Now make your way toward the edge of the floor, turn halfway around and fall to the platform below. Flip the switch to open up access to the islands ahead.
4. Make your way down to the platform that holds the mystic plaque below.



Venice never looked so good.





Lara's not confined to just raiding tombs anymore.

Coming to the N

www.video

ELECTRONIC GAMING MONTHLY

EGM²

Official U.S. PlayStation Magazine

et February 1998

games.com

It's All You Need to Know





Diddy Kong Racing



system: N64
publisher: Nintendo
developer: Rare

strategy talk

If you were disappointed with Mario Kart 64, this game will totally redeem racers. The gameplay of DKR is responsive and has plenty of techniques to master. The two most important features are the slides and the super boosts. Practicing these will ensure victory.

Adventure Mode operates in a fashion similar to Mario 64. You need balloons (a la stars) to open doors. Each door requires a set amount. There are hidden balloons and secret levels.

Diddy Kong Racing has more secrets than any other racer around. It also has tons of secret codes (check the code section) as well as hidden racers. Players looking to get their money's worth will want this one. There are multiple ways to play each race, from a **Silver Coin Challenge** to a **Time Trial**.

Best yet, there's a Reverse Mode for you to cut your teeth on. Keep your eyes peeled, because more secrets are sure to be revealed soon.

—Andrew "NYR: Lots o' Love" Baran

strat-stats

time to complete:
three days
challenge:
moderate
Mario Kart better?
no way
next game I want:
Zelda 64
coolest peripheral:
Game Boy camera

EGM²

THE ISLAND

While driving around the island, you'll discover balloons hidden about, as well as the entrances to the first four levels. The lighthouse will become the transport to the Space area once you've beaten all of the trophy races. Honk your horn at the mystery sign.

Key To the Island

1. Dino Domain
2. Snowflake Mt.
3. Sherbert Island
4. Dragon Forest
5. Lighthouse
7. Balloons





Taj will let you select your vehicle as well as challenge you to three races around the island. You will get one balloon per race.





For every trophy you win, the face appears.



The lighthouse is the key to outer space.



GO KART

To master this vehicle, you must learn how to slide effectively. If the curve is wide, use the R button. If you're going around a hairpin curve, use the R button in conjunction with the brake.



HOVERCRAFT

The hovercraft takes the most getting used to. Remember that you can turn in the air. Also, the hovercraft can jump, which can get you over obstacles like the logs.



PLANE

The plane is probably the easiest vehicle to use. By holding the R button, you can cut corners easily, just make sure you don't overcompensate your turn. If you crash, the recovery time is long.



ITEMS GALLERY





This weapon group is best when powered to L2. Homing shots rule.

Drop the oil as soon as you pick it up to snare enemies behind them





Use these whenever an enemy is in front to be pulled to their position.

Save the turbos and power them up. Perfect for straightaways.



SUPER BOOST



Hit the accelerator when the words "Ready" are disappearing.



Check out the trick section for hot codes!



DIDDY KONG RACING

DINO DOMAIN

Balloon Requirement: 1

Ancient Lake

This level is easy. Just keep to the Zippers and practice your power sliding here.

Fossil Canyon

1. Use the Zippers to slide around the corners. Use the Zipper instead of the bridge.

Jungle Falls

2. Slide to collect the coins on this level's challenge. They are out of the way, but can be grabbed with your backside.

Hot Top Volcano

3. Keep to the left side of the track to collect a whole slew of blue balloons. It's easy.



SNOWFLAKE MOUNTAIN

Balloon Requirement: 2

Everfrost Peak

1. EP is easy. The right path has plenty of blue balloons. Use these with the Zippers.

Walrus Cove

2. If you can get both Zippers on the straightaway, you'll get a good lead in the race.

Snowball Valley

3. The left path of this level is faster. Take it for a better chance at victory.

Frosty Village

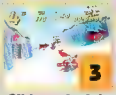
4. There is a Zipper right in the beginning that can give you an early lead. Cut the corner hard.



The right path is fastest.



Use both Zippers here.



Slide to the left passageway.



Zipper past the opposition!

SHERBERT ISLAND

Balloon Requirement: 10

Whale Bay

1. Ride the whale atop the ship to take a massive short-cut. This'll save you lots of time, and get you power-ups.

Crescent Island

2. Take the left route to get to some Zippers. This shortcut will save you some time, and get you a blue balloon.

Pirate Lagoon

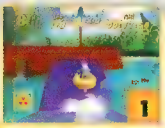
3. By using the jump near the end, you can get a good lead over the opposition.

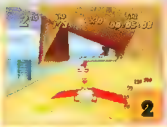
Treasure Caves

4. Try to go straight once you hit the Zipper that's in the pirate's grotto. It'll save you time.

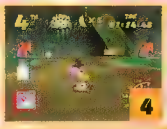


The Time Trial Mode can be accessed once you've found and defeated all of the hidden mini-games. To do so, talk to T.T. and enter a race that has its sign colored green. See if you can beat T.T. Stopwatch!









HIDDEN KEYS



You must find the keys to open up the games.

1. Ancient Lake: Look for the key atop a ramp on the right side by the starting line.
2. Snowball Valley: The key is on the left side by the start.
3. Crescent Island: Head off into the water on the left side to find an alcove in stone.
4. Boulder Canyon: Ring the bell and turn around. Use the drawbridge as a ramp. The key is up there.

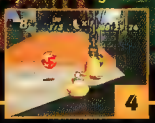


The keys will let you play some mini-games.









Diddy Kong
Acceleration
Handling
Top Speed

Timber
Acceleration
Handling
Top Speed

Pipsy Mouse
Acceleration
Handling
Top Speed

Banjo
Acceleration
Handling
Top Speed

Conker
Acceleration
Handling
Top Speed

Bumper
Acceleration
Handling
Top Speed

Tiptup
Acceleration
Handling
Top Speed

Krunch
Acceleration
Handling
Top Speed

Drumstick
Acceleration
Handling
Top Speed

T.T. Stopwatch

BOSS STRATEGY

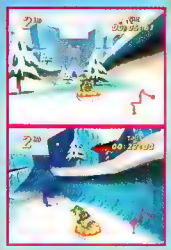
You must face each Boss twice. You will meet up with a Boss whenever you clear all of the levels in an area. You will see him again once you've won the Silver Coin Challenge. They all cheat by starting the race before you. The second time you face them, they will throw even more trouble your way.

Triceratops Boss



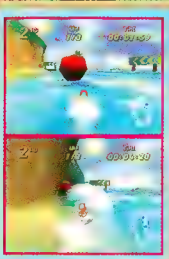
RACE ONE:
You can make this race a lot easier by doing the boost right at the start of the race. When you see some plants on the side, take a hard left to find a secret tunnel.
RACE TWO:
Don't let the Boss get in front of you, or you'll get hit by obstacles!

Walrus Boss



RACE ONE:
The walrus should pose no threat to you at all. Don't worry about getting smashed; he doesn't do that like the last Boss.
RACE TWO:
The second time around, this guy is a little tougher. Use the boost to get an early lead, and you should win.

Squid Boss



RACE ONE:
The squid is really cheap, you'll want to use the boost to get ahead at the soonest opportunity. His mines hurt.
RACE TWO:
He's even worse the second time around. Stay ahead if you can to avoid the mines, or hug the wall to get past most of them.

Dragon Boss



RACE ONE:
You must race a dragon through narrow caves. The boosts are a good help. Learn to dodge his fire.
RACE TWO:
The best strategy to use on this guy is to stay behind him until you are close to the end, then boost ahead.

DRAGON FOREST

Balloon Requirement: 16

Windmill Plains

1. Fly through the windmills of this stage to pick up power-ups. The route is shorter this way, and it's much safer. If you fly high up, you could get knocked out of the sky. Stay low, and you should win.

Greenwood Village

2. The town is a fast level. Right near the start is a Zipper—launch yourself past it, and slide to the left of the well. There will be a second Zipper on the other side that will send you ahead of the pack.

Boulder Canyon

3. The key to winning this level is using the logs to your advantage. If you time your jump right, you can bounce ahead, and stall any enemies close behind you. Look for a sewer shortcut on the left.

Haunted Woods

4. This level is pretty straightforward. Memorize where the Zippers are (they're sort of hidden), and they should get you ahead of the other races. Watch out for the fountain near the start, it'll slow ya.



FUTURE FUN LAND

Balloon Requirement: 32

Spacedust Alley

1. Spacedust Alley is best mastered by memorizing it. There are a lot of zippers that can be found on the outer part of the turns. The UFOs cannot hurt you, so don't bother trying to dodge them.

Darkmoon Caverns

2. This level is fairly tough, and fast moving. There are two loop-to-loops here that you can use to speed yourself up. Try to keep to the center of the road for the best speed results. The coin challenge is frustrating.

Star City

3. Star City is the race with the most hairpin curves. You must use the R button in conjunction with the brake. Master your turns and slides. This level is much easier with these skills.

Spaceport Alpha

4. The spaceport is just like the Death Star trench with lots of tight turns. The worst part is a long straightaway. Guns fire at you. Fly your plane on a different level than the gun that is shooting.



The Last Boss







Wizpig is tough both times you race him. You must hit every Zipper on the track in order to beat him. Any screwups will cost you the race. The second race is worse—you have to maneuver through tough obstacles. You must be flawless.



You must have perfect flying skills to beat Wizpig again.

ELECTRONIC GAMING MONTHLY and EGM²

have 3 BONUS magazines coming your way this fall!

Hey Gamers!
This time of year there are so many cool games coming our way it's hard to find enough space to tell you about 'em all. That's why we have *EGM* and *EGM²* special issues like the ***1998 Video Game Buyer's Guide***, ***Guide to Sports Video Games*** and ***Video Games for the Nintendo 64***. Although these mags are created by your favorite *EGM* and *EGM²* editors, they contain lots of information **not found** in the pages of *EGM* and *EGM²*. Let me tell you a little about each...

1998 Video Game Buyer's Guide
Put together by Dan Hsu and the rest of the Review Crew, this mag tells you our pick for this year's best system and which games you should buy! We also have our Good, Bad and Silly look back on the gaming industry, along with a massive trick index and game review chart with over 1,300 games listed and rated! Plus, go behind the scenes with Shigeru Miyamoto on the future of Nintendo, and take a top-secret look at the world of video game-controller design.

Video Games for Nintendo 64
Written by brand-spankin' new Review Crew guy (and Nintendo-book veteran) John Ricciardi, this mag has everything you've ever wanted to know about the N64. It's packed with reviews of all the new N64 games, previews of more than 20 hot new titles, a huge tips-and-tricks section and—best of all—strategy guides for all of your favorite games. John just got back from Japan with the latest Nintendo news, and he's itchin' to unload it all in this special issue.

Sports Video Games
Tired of watching the other team make all the big plays? Want to know which sports games you should even bother playing? *EGM*'s guide will satisfy all of your sports-gaming needs with comprehensive strategies, interviews, in-depth previews and a hard-hitting review lineup of the ultimate sports titles. Watch for the huge Madden 64 behind-the-scenes blowout and an interview with legendary Q-back Brett Favre. *EGM*'s armchair jock Kraig Kujawa is writing this sucker, which focuses mainly on football, basketball and hockey titles. Watch for it!

Crispin Boyer
EGM Review Crew
Features Editor



1998 VIDEO GAME BUYER'S GUIDE
On Sale Nov. 11, 1997

VIDEO GAMES FOR THE NINTENDO 64 Volume 3
On Sale Nov. 25, 1997

SPORTS VIDEO GAMES
On Sale Dec. 2, 1997

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Bomberman 64



system: Nintendo 64
publisher: Nintendo
developer: Hudson Soft

strategy talk

Many Bomberman fans will agree that it's hard to beat the classic feel of the originals. So, since this game turned 3-D, it doesn't exactly mean that it's for the better.

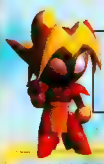
However, Bomberman 64 does offer challenging puzzles and Bosses that will make you feel you've gotten your money's worth. The Adventure Mode is a big plus, with all the new techniques Bomberman needs to use. For some reason though, the Vs. Mode didn't seem to stack up to the previous versions.

The goal of the Adventure Mode is to collect 100 gold cards. These cards are hidden throughout the 20 levels in the game. Once you have collected all 100, you will be able to enter the hidden "Rainbow World." Use this strategy to help locate the toughest gold cards in the game, get past many of the Bosses and take a sneak peek at the hidden world. The best advice? Familiarize yourself with the techniques of the game—bomb-jumping will become prevalent in the later levels.

—Jimmy "NYR: Make Some Real Cash" Mazurek

strat-stats

time to complete:
25 hours
challenge:
moderate to hard
I wish that:
I had more controllers
biggest frustration:
finding those cards
my trusty sidekick:
Nick Spacek

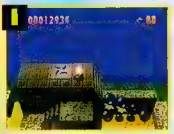


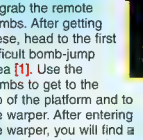
*** Basic Tip:** You'll come across many tricky areas that will require you to use the ole noggin to get past. Start getting accustomed to bomb-jumping (piling up multiple bombs in designated areas to reach higher levels). Also learn Bomberman's techniques such as kicking, throwing and pumping up the bombs. You will need these techniques later on!

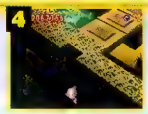


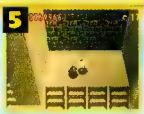
Ten of the Hardest Gold Cards to Locate

Level 1-1 Gold Card #1, #2, #3: You first need to grab the remote bombs. After getting these, head to the first difficult bomb-jump area [1]. Use the bombs to get to the top of the platform and to the warper. After entering the warper, you will find a series of pillars. Pump up your bombs and throw them on top of the pillars to get at the three pillars holding up the grate [2]. After you destroy all three pillars, you will be able to access the red bombs by going back into the warp and then returning to blow up the boxes that contain the red bomb [3]. Go back in the warper and go to the secret warp located on the edge of the level [4]. After entering this warper, you will be taken to an area with the first gold card.



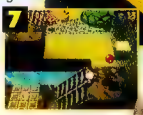






Use your bombs to unveil the card here [5]. Return to where you first started and send two bombs underneath the grate to destroy the pillar that supports it. You should now be able to access this exit tile. Proceed over the bridge above the dragon's head and blow up the blue pillar at the end to receive your second gold card [6]. The third card is hidden inside a floating brick. Go back to where the secret warp was, but don't enter it. Continue on along the river until you run into the floating block. Throw a bomb at it to receive the third card [7].



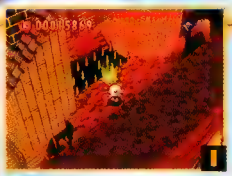


Level 3-1 Gold Card #3: The first thing to do is grab the remote bombs that are located off a bridge in a rock about two minutes into the level. Next, make your way to the top of the level. You should see a series of rocks at the top of the mountain. Blow these up to receive the red bombs. Turn around and backtrack to the beginning and look for a steel door [1]. Blow it up and go inside. Blow up all the rocks here and you should find the third gold card [2].



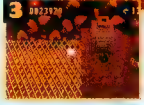


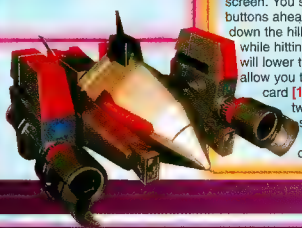




Level 3-3 Gold Card #1, #2, #3: Again, locate the remote bombs first. Continue around the tracks to the other side and enter into the second screen. You should see a series of buttons ahead with boulders flying down the hill. Dodge these boulders while hitting all four switches. This will lower the spikes which will allow you to grab the first gold card [1]. Then head over to the two large pillars that are stacked on top of each other. The second gold card is inside the top pillar. To get this, move to the edge and throw a large bomb at the pillar to drop the card down [2]. Now, head toward the exit and move your way on top of the grates and proceed to the top right-hand corner of the screen. You should see a mountain enemy and a rock. Destroy the rock for the third gold card [3]. To exit this stage, proceed to the square with the four pillars supporting the grate. Destroy the pillars to drop the grate and the gate will then open.





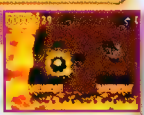


Target Times

Finish the following levels under these target times to gain a card within the level.

Level 1-1: 12000	Level 2-3: 12000	Level 4-1: 15000	Level 5-3: 20000
Level 1-2: 20000	Level 2-4: 25000	Level 4-2: 20000	Level 5-4: 20000
Level 1-3: 15000	Level 3-1: 14000	Level 4-3: 10000	Level 6-1: 10000
Level 1-4: 20000	Level 3-2: 20000	Level 4-4: 15000	Level 6-2: 30000

Cheapest Miniboss of the Game



This guy will make you crazy! He has this green force field that he won't mind turning on every second. To outsmart him, run along the outside of the square while lobbing large bombs at him.

Level 4-3 Gold Card #2: This level is pretty bizarre. You might find it a bit confusing when things turn upside down. After picking up the first gold card, proceed forward until you reach a snowman located at the end of an ice patch [1]. Blow him up and continue on. There will be a ledge right there that you need to drop down to a small platform below. Here is where the second gold card is located, under the ice block [2]. Set a bomb there and then drop down to the next ledge to avoid being hit. If done correctly, the bomb will explode and the gold card should drop down to you [3].





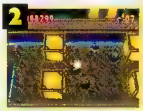


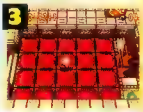
Question Ask Gus: If you're having trouble figuring out what this icon is all about, collect a few while in Adventure Mode. Then to find out what it gives you, go into Vs. Mode and you should be able to customize your guy with various pieces of armor.

Level 5-3 Gold Card #2, #3: This is probably the most complex level in the game. You need to use most of Bomberman's skills to master it. One of the first items you will probably want to pick up is a health heart. You can find this at the beginning of the stage. Just go to your right and blow up the box at the end. You can also get the remote bombs hidden under another box at the far left side of the first platform. After getting the first gold card located on the second platform, proceed to the next platform by taking the elevator once again. Run to the third finger of this ledge and then fall off. You now have to perform a bomb-jump to the next brick with an elevator on it. Take this elevator and the next few and continue upward. When you reach the platform with two switches, hit the first one. Now, run around to the other side to the room with six crates [1]. In one of these you will find the second gold card [2]. Now, go back the way you came to the ledge you previously dropped from. Take the elevator up. You should be on the fourth level where there are three switches. Hit switch number three and take the path with the red squares. Do not touch them though! Proceed to the room with 20 red squares and blow up the steel box on the other side to receive the third gold card [3]. Continue on by hitting more switches to access paths that lead up to other elevators. Then take the elevator to the very top and blow up the door with a large bomb. This will open up the exit. Take the right path all the way to the exit.



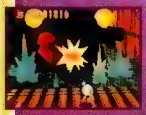








Level 5-4 Boss: Try to finish this boss off quickly by using large bombs and taking out his tentacle first, followed by bombs to the head.



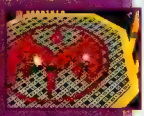
Level 5-4 Boss: The boss can get very frustrating. Stay clear from his lasers and flying meteors. Blow off his arms first as quickly as possible. Then repeatedly throw large bombs at his head until it explodes.



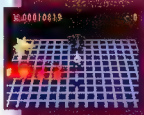
Level 5-4 Boss: It really helps if you start this level off having a health heart. Be careful of this spider creature's deadly arm swipes. To get all five gold cards from him you must blow off both front legs, then his mask and finally his head. After a short while you will fall down into his web, so be careful not to fall through the holes!



Level 5-4 Boss: This Boss has a sidekick that will try to hurt you down with its tracking lasers. Just retaliate by using well-placed bombs and by using the kick-bomb method repeatedly. You will need to hit him with a regular bomb, a large bomb and a large bomb on the head to kill him and receive your five gold cards.



Level 6-4 Boss: Wasn't this Boss supposedly your friend? To defeat this guy, place plenty of small bombs around that will cut off his path. Stay clear of his jet laser. Try to keep your helper alive for an added card.



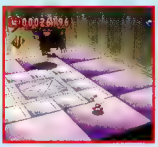


Hidden Rainbow World

If you are lucky enough to have found all 100 gold cards, the hidden Rainbow World becomes accessible. The first level is pretty challenging. The best strategy to keep in mind is to run past the enemies and onto the first tile by the rainbow. You will be taken to the second screen, which has the remote bombs in the side pillars. From here on out you will need to perform various bomb-jumps to work your way to the exit. And keep in mind that these aren't easy to pull off in this world.









The second level is the Miniboss and count on him being pretty tough on you. He carries plenty of attacks depending on which card he pulls out. Be careful when he throws out several power-ups during his attacks. Some are bad items you won't want to pick up. Try waiting for the red bombs to use on him and then he shouldn't be that bad.

The third level will just about drive you up the wall. It seems easy enough since the whole level is in one room, but figuring out some of these bomb-jump puzzles are pretty tricky! The first and second gold cards are in the two pillars at the end of the hallway. The third is located in the tile right next to the little staircase on the right side of the screen. Finally you must hit all four switches to open the exit door. Here are a couple of simple diagrams to help figure out ways of bomb-jumping up to some of the switches.



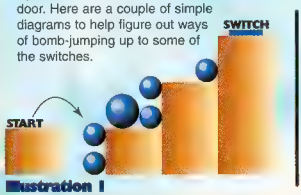


Illustration 1

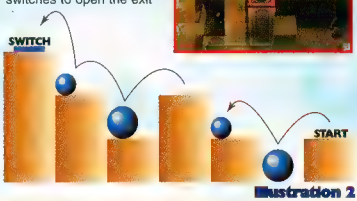
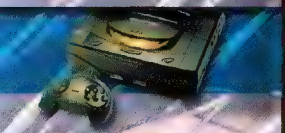


Illustration 2

Sonic R



system: Saturn
publisher: Sega
developer: Traveller's Tales

strategy talk

The major year-end offering from Sega is Sonic R. The game boasts the same Sonic cast we all know and love, the same plot elements and, of course the same high-speed gameplay—only this time, the fun is set in an interactive 3-D world.

Players are faced with the combined tasks of exploration and racing. Like similar games, the player must repeat each track over and over, trying to ferret out key objectives while still managing to win the race.

You can blow through this game very quickly if you tackle it in an orderly fashion. The three main goals are to beat each course, to collect the Sonic tokens and to collect the Chaos Emeralds. It's easier to collect all the Chaos Emeralds—unlocking Gold Sonic—and then challenge the remaining hidden characters.

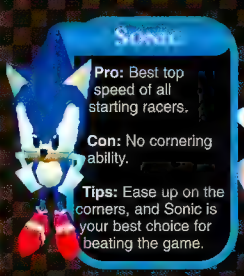
One last word of advice—turn the vocals off right away.

—Benjamin "NYR: Serenity Now!" Durbin

strat-stats

time to complete: 4 hours
challenge: moderate
favorite character? "teddy" tails
controllers broken: 1
Sega saves? we'll see

EGM²



Sonic

Pro: Best top speed of all starting racers.

Con: No cornering ability.

Tips: Ease up on the corners, and Sonic is your best choice for beating the game.

SONIC R



Knuckles

Pro: Gliding ability, good top speed.

Con: Just can't keep up with Sonic.

Tips: Knuckles is a solid racer, with the speed of Sonic and limited "flight" ability of Tails. Always a top contender.

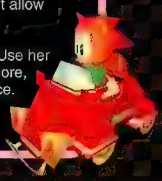


Tails

Pro: Can "fly" over water and shortcuts.

Con: Can't beat Sonic and Knuckles in straightaways.

Tips: Tails is just too slow to win fairly. Learn the shortcuts if you want to win.



Amy

Pro: Can hover.

Con: Her Turbo doesn't allow turns.

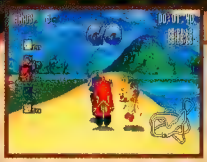
Tips: Use her to explore, not race.

Objective 1

Your first goal is to beat each of the original four courses. Find a racer that suits your style (speed and handling) and concentrate on taking first place. Sonic is probably the best choice for this, although he is difficult to control for a beginner. Ignore secondary goals like rings, Sonic tokens and Chaos Emeralds. Just win.



Objective 2



Once the first four races are beaten, you can unlock the hidden characters. The hidden characters are all-around better than the original four racers. It is very important that you decide which character you want to play, and unlock only that one, because the more special characters you unlock, the more you will have to race against! Once you have a hidden character unlocked, you should go through and get all the Chaos Emeralds.

Hidden Characters

The hidden characters are unlocked by collecting the five Sonic tokens you will find on each course. The tokens are not hidden but they are slightly off-course. Fortunately, you only have to place in the top three to activate the tokens. Once the race is over, you will enter a one-on-one challenge against the hidden character for that course. Win, and the hidden character is yours to play.



Objective 3

The final goal is to discover all the Chaos Emeralds. You don't need a hidden character at this point, but it will definitely make the task easier.

Each course has one or two Chaos Emeralds hidden on the course, behind locked doors. To open the doors, you must collect a certain number of rings. Once you open the door, grab the Emerald and get moving, because you can't keep it unless you win the race.

If the course has two Emeralds, you don't have to get both at the same time. Grab one, win the race, then race it again for the second Emerald.

All seven Emeralds unlock the best racer of all, Gold Sonic.



Gold Sonic



Pro: Faster than Sonic, perfect hover ability.

Con: Still can't take corners well.

Tips: Even more important to watch your speed on the corners.

Resort Island

Resort Island has only one Chaos Emerald for you to worry about, and it is pretty easy to find. The tricky part of this level is winning the challenge against Metal Sonic. Metal Sonic is the fastest character you will ever have to race against. Look for shortcuts!

- Unless you need rings, go around the loop.
- There are alternate ways around all the bridges.
- Flying characters can cut across the lake and avoid the path entirely.

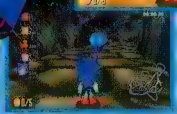


Metal Sonic

Pro: Faster than Sonic, hover ability.

Con: Still can't corner well.

Tips: Even more important to watch your speed on the corners: Sonic is still your main threat.



You'll grow to hate Knuckles trying to win this Chaos Emerald.

Radiant Emerald

Opening the final racetrack is easy enough—just win all the other tracks. Once you open the fifth course, you can unlock Robotnik by winning this course. Unlike the other hidden characters, this is not a challenge race—you'll have to race against the other racers as usual.





- The shortcuts are found behind the locked doors. If you can stay in front and get the rings, victory is easy.





Robotnik

Pro: Homing missile to slow opponents, hover ability.

Con: Still can't catch Sonic!

Tips: Good fun in two-player matches, but not much use in single player.

Radical City

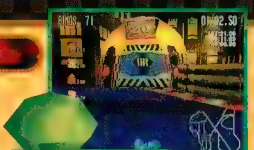
This is probably the easiest track, and the hidden character is not too hard to beat.

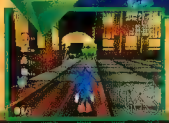
The door to the purple Emerald is in plain view at the top of the ramp. The green Emerald is at the bottom of the first ramp: Take a hard left into the water, and look for the door ahead on your right.



The pinball area nearby is a good shortcut.







The water area has some nice shortcuts, too.

Tails

Pro: Perfect flight.

Con: A little slow and wobbly.

Tips: Just like Tails, good if you know the shortcuts. He can beat any of the standard characters regularly, but he looks goofy.

Metal Knuckles

Pro: Good speed, can hover and glide.

Con: Doesn't corner well.

Tips: Even more important to watch your speed on the corners.

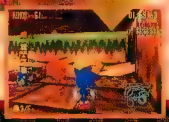
Regal Ruin

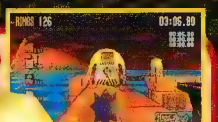
This is the hardest track because there are lots of tight turns. Keep this in mind when choosing a racer.

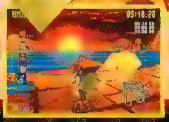
The orange Emerald is easily found. To get the yellow one, look left over the horizon as the race starts. The gem is on the high ledges.



Don't lose too much time on this one.







You've got to take a flying leap here.

Reactive Factory

The Reactive Factory has two gems. The red Emerald is found just after you come out of the loop, on your right.

The white Emerald can be found by heading out to the "docks" area. When the door opens, the gem explodes out of the sub.



The gem will pop out of the sub.







Wait for the gem to land.

Robot

Pro: Some hover ability, missiles.

Con: Acceleration not good.

Tips: Like Robotnik, most interesting in Two-player Mode.



system Arcade
publisher Midway
developer Midway

NFL Blitz

strategy talk

NFL Blitz is the best-looking game in the arcades right now. Blitz may not be the most realistic game out there, but it sure is a lot of fun!

We're looking at 5-on-5 football here, 30 yards to get a first down and, get this, NO PENALTIES! You see a receiver going up to catch a pass, slam him. Don't like that QB? Leap over the line and kick the crap out of him!

This game is excellent. The graphics are 3Dfx-enhanced. In some games, it makes a little difference; in Blitz, it makes ALL the difference. Midway has really learned how to program using this chip. Also, in the tradition of "Jam" games, there are plenty of codes and secret characters to discover.

You would think that the simplicity of the gameplay means that the game would be simple to win. In some ways it is. It is easy to score points, but it's easy for BOTH players to score, so you're going to need to use some strategy. That's where this guide comes in!

—*Mark "NYR" Don't Suck" Hain*

strat-stats

best football game?
by far!

best part?
hard to say—but it'd have to be graphics

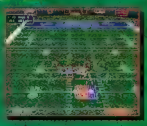
best using 3Dfx?
could easily be!

done with deadline?
YES!!! HAPPY TURKEY DAY!!!

EGM²

Basic Coaching Tips

✔ QB Jump Pass:
To run away from blitzing defenders, hit Turbo and Jump. While in the air, choose a receiver and press the Pass button—it helps the QB to avoid sacks (plus there are no penalties, so no intentional grounding to worry about).



✔ Turbo Button:
Use the Turbo button to make your player run faster, jump higher and hit harder. Hard hits will cause the ball carrier to fumble more often. As with the "Jam" games, you have limited turbo, so use it sparingly and wisely.

✔ Spin Move:
Quickly tap the Turbo button to perform a spin move. Spin moves cause the defender to miss his tackle. Watch it though, your Turbo Meter can't be empty.



✔ Stiff Arm:
While carrying the ball beyond the line of scrimmage, hold Turbo, then press the Pass button. This will knock down a would-be tackler.

✔ Dive Forward:
When on offense, dive for a few extra yards by holding Turbo and quickly tapping the Jump button.

✔ Push Downs:
When on defense, hold Turbo and press the Change Player button to knock down your opponent—meant to knock a receiver down before he gets the pass (remember, NO PENALTIES).

✔ Speed Through:
Press and hold all three buttons at the end of any play to quickly advance to the next screen if you just can't wait.

✔ High Hurdle:
When on offense, hold Turbo and press the Jump button to leap over just about anyone. HOWEVER, fumbles happen more often when hurdling.



✔ Strong Tackle:
Hold Turbo and press the Tackle button to perform an aggressive tackle. Strong tackles will cause more fumbles to happen.

✔ Hurdle Line:
When on defense, hold Turbo and press Tackle to hurdle over the line of scrimmage and quickly sack the QB.

✔ Onside Kick:
After any score, press Up on the stick and press all three buttons. This will cause the kicking team to perform a dangerous onside kick.



✔ Man in Motion:
Before the snap, push the stick left or right to reposition one receiver.

✔ Extra Blocker:
Like the ball with both Jump and Pass buttons to make the newly repositioned receiver block.

✔ Loose Ball:
On bobbles or fumbles, hold the Turbo button and press the Jump button to leap at and recover the loose ball.

✔ Jump Catch:
If you press the Jump button when the pass is near the targeted wide receiver, he'll jump to catch it. It surprises defenders.

✔ Interceptions:
If you press the Jump button when the pass is near your defender, he will jump up to intercept it. This can be dangerous if missed however, leaving the intended receiver wide open.



✔ Hidden Cursor:
Push the stick up twice on the Play-Select Screen to hide your cursor. This keeps your opponent from seeing which play you pick.

✔ Pass Limit:
No QB can pass the ball farther than 60 yards. Each QB has his own pass rating.

✔ Spin Fumbles:
If a player performs multiple spins during one play, he is more likely to fumble when he gets tackled.



✔ Experience:
You need to play at least five games before your name appears on the high score pages except for the World Records page.

✔ Easy Passing:
Point the stick to the left to choose the left-most receiver, middle for middle and right for right.

✔ Change Player:
When on defense, the Change Player button will cause you to take control of the defender nearest the ball.

✔ Swat Ball:
When on defense, and the ball is in the air, the Jump button will cause your man to jump up and swat the ball down into the ground.



✔ Field Goals:
The line of scrimmage must be in enemy territory before a field goal can be attempted.

✔ Lateral Ball:
When carrying the ball and a teammate is near, press the Pass button to lateral the ball to him. Works downfield as well!



✔ Stop Clock:
When carrying the ball, jump out of bounds (just like in real football) to stop the clock. You cannot just run out of bounds.

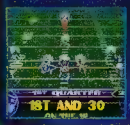
FEEL THE POWER
NFL



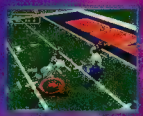


Be sure to dive at the QB when you break through.

The defensive part of Blitz is pretty simple. You would think you would always be going for sacks to get better yardage. However, sometimes it makes more sense to go for the intended receiver and hit him before he gets the ball since there are no penalties. There are just a few other tips to follow when on defense.



✔ Stopping long yardage: Go for man to man. It is always your best bet when your opponent needs to pick up more than 30 yards. Rush the passer almost every single play. Hit Change Player right after the snap and take over a lineman so you don't soften your pass coverage.



✔ Blitzing: The best time to do a blitz is when there's plenty of room to work with. For example, never do a Suicide Blitz unless there's less than 10 yards between the line of scrimmage and the end zone. It is impossible to cover more field with one player back and you'll be giving away touchdowns.

✔ Good Plays: Use Safe Cover for man-to-man defense and keep trying to intercept the ball from the receiver. Every once in a while, sneak in a blitz play to confuse your opponent. Medium Zone is a good generic defensive play. Once again, head for the passer and knock them down early.

✔ Blocking Field Goals: When the opponent sets up for an FG, position your player near an opening and use blockers to get a direct line to the kicker.



Defense

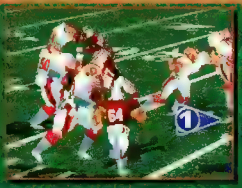
Offense



The offensive powerhouses are not so obvious this year.

Offense in this game is quite a bit different than in realistic football games. We're talking 30 yards for a first down which is actually not that hard (passing can go up to 60 yards). Here are some simple tips when playing offense:





When you have a huge amount of defenders headed your way, you need to get rid of the ball. A sack can be devastating.

✔ Stiff-arm: When running downfield with the ball and a single defender is closing in, run right at him and stiff-arm him onto his butt. This will usually open up a hole and allow at least a 10-yard gain.

✔ Advancing Down The Field: The deep pass is a desperation move. It is far too easy to fumble or intercept. Instead, throw short passes, then use spin moves and stiff-arm for yardage. However, remember that too much spinning can lead to fumbles as well.

✔ Good Plays: Use the Backsplit play to dish the ball off to the side in the event of a blitz. This still leaves two men open to the sides to pass the ball to.

✔ Working With Receivers: As previously stated, there are a couple things you can do to change up your offense. Before the snap, push the stick left or right to reposition one receiver. Often this confuses the defense and creates holes. On top of that, when you press Turbo+A+B, the man in motion becomes an extra blocker. This can be extremely helpful in blitzing situations so guard the quarterback. Last of all, you can use the man in motion to back up your intended receiver. This gives multiple targets to throw to and this is especially helpful when your receivers are well covered.



Secret Codes

There are three numbers for these codes. They are the number of times you hit the buttons (in order) Turbo, Jump, Pass. The direction shown afterward is the position you need to hold the joystick to lock the code in.

2,1,0 - Up - No First Downs
2,1,1 - Left - Allow Stepping QB
0,1,0 - Right - Big Head
0,1,1 - Down - Fog On
0,0,1 - Down - Show Field Goal % (possibility of making it)
1,1,1 - Up - No Punting



There are a ton of codes and secret characters in the game.



system: Arcade
publisher: Capcom
developer: Capcom

MARVEL SUPER HEROES VS. STREET FIGHTER

strategy talk

The Secret World Warriors



To get secret characters: Hold Start first, then go to the character it says to go to. Hold the direction it says for five seconds, then while holding Start and that direction, hit Jab & Fierce.

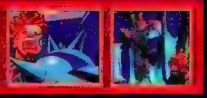
Mephisto: Go to Omega Red, hold Down. He seems exactly the same as Blackheart.
Evil Zangief: Go to Blackheart, hold Left. He has no block but he has super armor. Breathes flames like Yoga Flame.
Evil Sakura: Go to Hulk, hold Right. She is Sakura from SFA2 but has large fireballs. She also has Akuma's teleport and his Raging Demon (must have Level 3).
Shadow: Go to Blackheart, hold Up. He's basically the same old Charlie except for a new B,F,B, F+2P super (needs Level 3).
U.S. Agent: Go to M. Bison, hold Up. He's faster than Cap and has some cooler combos. Normal attacks take off a little more energy.
Super Spidey: Go to Spidey, hold Down. With armor he is harder to stop like Zangief and Hulk.

strat-stats

any good?
if you like the others
weakest part?
secret guys are not
actual guys but swaps
best on the engine?
so far
coming for home?
all the rest have
next one:
Marvel vs. Capcom

Defeating Bosses

To defeat Cyber Akuma: Use close in attacks whenever possible, his attacks are mostly from afar. **To defeat Apocalypse:** Same as in MSH, wait for him to raise his arm and go for his head.



Spider-Man

Web Ball: QCF,P
Web Throw: QCB,P
Spider Sting: F,D,DF,P
Web Swing: QCB,K
Wall Cling: push joystick toward wall
MAXIMUM SPIDER: QCF,2P
CRAWLER ASSAULT: QCF,2K

Blackheart

Dark Thunder: QCF,P
Inferno: QCB,P
Air Dash: F,F or B,B
ARMAGEDDON: QCF,2P
HEART OF DARKNESS: QCF,2K
JUDGEMENT DAY: QCB,2P

Hulk

Gamma Tornado: QCF,P
Gamma Slam: QCB,P
Gamma Charge: B,F,K or D,U,K (hit Kick twice for a double attack)
GAMMA CRUSH: QCB,2P
GAMMA WAVE: QCF,2P

Cap America

Shield Slash: QCF,P
Stars 'n' Stripes: F,D,DF,P
Cartwheel: QCB,P
Charging Star: QCF,K
FINAL JUSTICE: QCF,2P
H. STARS 'N' STRIPES: F,D,DF,2P
CHARGING STAR: QCF,2K

Omega Red

C. Coil: QCF,P
C. Coil: QCF,P or K
C. Throw: Push in any direction (after Carbo Coil)
Death Factor: Tap Punch after Coil
Energy Drain: Tap Kick after Coil
Omega Strike: QCF,K
Air Dash: F,F
OMEGA DESTROYER: QCF,2P
CARBONADIUM SMASH: QCF,2P

Wolverine

Berserker Barrage: QCF,P (tap P for more hits)
Tornado Claw: F,D,DF,P
Drill Claw: Short Kick + Strong Punch
BERSERKER X: QCF,2P
WEAPON X: F,D,DF,2P
AFTERIMAGE: QCB,2P
FATAL CLAW: F,D,DF,2K

Cyclops

Optic Blast: QCF,P
Gene Splice: F,D,DF,P, tap P
Cyclone Kick: QCB,K
Reflected Blast: QCB,P
Rush 'n' Throw: B,F,K
Multi Attack: B,F,P
MEGA OPTIC BLAST: QCF,2P
[illegible] BLAST: QCB,2P

Shuma-Gorath

Mystic Stare: B,F,P
Mystic Bounce: B,F,K
Devitalizer: QCB,K
Stone Drop: D+forward
CHAOS DIMENSION: QCF,2P (only Level 3)
MITOSIS: QCF,2K

Dhalsim

Yoga Fire: QCF,P
Yoga Flame: QCB,P
Yoga Blast: QCB,K
Fly: QCB,3K
Yoga Kick: D,K
Yoga Head Slam: D,P
YOGA INFERNO: QCF,2P
YOGA STRIKE: QCF,2K

Akuma

Dragon Punch: F,D,DF,P
Diagonal Air Kick: QCF,K
Hurricane Kick: QCB,K
SUPER FIREBALL: QCB,2P
SUPER AIR BALL: QCF,2P
AD. DRAGON: QCF,2P
RAGING DEMON: jab, jab,F, Short, Fierce (only Level 3)

Dan

Gale Kick: QCB,K
Dragon Punch: F,D,DF,P
Autograph: QCF,K
R. Taunt: QCF, Start or QCB Start
MULTI-MINIFIREBALL: QCF,2P
RISING DRAGON: QCF,2K
WILD FRENZY: QCB,2K
S.R. TAUNT: QCF,QCF,Start

Zangief

Spinning Lariat: 3P or 3K
Spinning Piledriver: 360,P
Power Bomb: QCF,K
Rising Grab: F,D,DF,K
Green Hand: F,D,DF,P
Air Drop: D,strong
F ATOMIC BUSTER: 360+2P

Sakura

Rushing Dragon: QCF,P
Angle Fireball: QCB,P
Hurricane Kick: QCB,K
MIDARE ZAKURA: QCF,2P
SHINKUU: QCB,2P
HARU ICHIBAN: QCB,2K

Chun-Li

Kiko-shield: F,D,DF,P
Spinning Air Kick: F,D,DF,K
Lightning Kick: tap K
Overhead Kick: QCB,K
Flip Kick: DF, Roundhouse Kick
SUPER KIKKOKEN: QCF,2P
S.L. KICK: QCF,2K
SUPER AIR KICK: F,D,DF,2K

Ryu

Fireball: QCF,P
Hurricane Kick: QCB,K
Dragon Punch: F,D,DF,P
SUPER FIREBALL: QCF,2P
SUPER HURRICANE KICK: QCB,2K
DRAGON GLOW: F,D,DF,2P

Ken

Fireball: QCF,P
Hurricane Kick: QCB,K
Dragon Punch: F,D,DF,P
ADVANCING DRAGON: QCF,2P
VACUUM DRAGON: QCF,2K
KICK DRAGON COMBO: QCB,2K

M. Bison

Psycho Shot: QCF,P
Psycho Field: QCB,P
Scissors Kick: QCF,K
Fly: QCB,3K
Flying Stomp: charge D,U,K
Flying Demon: charge D,U,P,P
PSYCHO CRUSHER: QCF,3P
S.K. NIGHTMARE: QCF,3K

MK4

MORTAL KOMBAT 4

system: Arcade
publisher: Midway
developer: Midway

strategy talk

Update time! Here's the latest balance moves, fatalities and codes. See last issue for individual character strategy and combos.

Vs. Screen Kodes

(Using P1&P2 LP, BLK, and LK)

1) Free Weapon (111-111)
2) Throwing Disabled (100-100)
3) Armed & Dangerous (444-444)
4) Silent Kombat (666-666)
5) Explosive Kombat (050-050)
6) Random Weapons (222-222)
7) Many Weapons (555-555)
8) Random Kombat (333-333)
9) Red Rain (020-020)
10) No Power (123-123)
11) Weapon Kombat (002-002)

Combos with Everyone:

HP,HK,Special Move
HK,HK,Special Move
HP,HK,Uppercut=POP-UP COMBO
HP,HK,Weapon Pull
HK,HK,Weapon Pull
With Weapon-HK+any Weapon Swing

KEY: B=Back, T=Toward, LP=Low Punch, HP=High Punch, LK=Low Kick, HK=High Kick, BLK=Block, R=Run

"Howard NYR Improve" Crossman



strat-stats

I can't believe... this info is out
coming home? Christmas '98!
secret character? none yet
over and misused... old school!
who's filling in? Hg, of course!

REPTILE

Creepy Crawl: B, T, LK
Spit: D, T, HP
Iron Palm: B, T, LP
Invisible: BLK + HK
Weapon Pull: D, B, LK
Fatality: (HP+LP+HK+LK), (HP+LP+HK+LK), D, D, D, HP
Prison Stage: D, T, T+LP

REIKO

Teleport: D, U
During Teleport: Throw
HP+ P, HK, K, LP
Throwing Stars: D, T, LP
Phantom Warp: B, T, LK
Flip Kick: A, D, T, HK
Weapon Pull: [illegible] HP
Fatality: T, D, T, B+BLK+BLK+BLK

KAI

Up Fireball: B, B, HP
Down Fireball: T, T, LP
(can be done in air)
Flip On Hands: (BLK+LK)
Spin (Handstand): Hold LP
Mule Kick High (Handstand): HK
Mule Kick Low (Handstand): LK
Square Wave: D, F, HP
Weapon Pull: D, B, LP
Prison Stage: T,T,D,BLK

SCORPION

Spear: B, B, LP
Teleport: D, B, HP
Air Throw: BLK (in air)
Fire Breath: D, T, LP
Weapon Pull: T, T, HK
Fatality: B,T,HP, BLK
Prison Stage: F,T,T+LK

LIU KANG

Fireball: T, T, HP (or in air)
Low Fireball: T, T, LP
Flying Kick: T, T, HK
Bike Kick: LP (charge 3 sec.)
Weapon Pull: B, T, LK
Fatality: T,T,D, BLK+BK+HK
Prison Stage: T,T,B,LP

FUJIN

Flying Knee: D, T, HP
Lift: T, D, T, HP
Slam (in lift): B, T, D, LK
Dive Kick: D, LK (in air)
Spin: T, D, LP (hold to spin)
Weapon Pull: B, B, LP
Fatality: (HP,BLK) many times
Prison Stage: D, D, B, HP

SONYA

Bicycle Kick: B, B, D, LK
Fireball: D, T, LP
Air Grab: (only in air) BLK
Cartwheel: B, D, T, LK
Leg Grab: D, BLK, LP
Square Wave: T, B, HP
Weapon Pull: T, T, LK
Fatality: D,D,D,U,B
Prison Stage: D,B,B,HK

CAGE

Shadow Kick: B, T, LK
Shadow Uppercut: B, D, B, HP
Nut Punch: BLK, LP
Low Fireball: D, B, LP
High Fireball: D, T, HP
Weapon Pull: T, D, T, LK
Fatality: T,B,D,LP,HK
Prison Stage: T,T,T+LK

QUAN CHI

Skull: T, T, LP
Drop/Stomp: T, D, LK
Slide Dash: T, T, HK
Weapon Steal: T, B, HP
Air Throw: BLK
Weapon Pull: D, B, HK
Prison Stage: T,T,D,HP

SHINNOK

Sub-Zero: D, B, LP / **Weapon:** B, T, LP / **Tanya:** B, T, D, BLK
Quan Chi: T, B, T, HK / **Sonya:** T, D, T, HP / **Reiko:** B, B, B, BLK
Jax: T, D, T, HK / **Cage:** D, D, D, HP / **Raiden:** D, T, T, HP
Liu Kang: D, B, T, HK / **Reptile:** T, T, B, BLK / **Kai:** T, T, T, LK
Fujin: T, T, B, HK / **Jarek:** B, B, B, LK
Weapon Pull: B,T,LP / **Fatality:** D,B,D,HP / **Prison Stage:** D,D,T,HK

JAREK

Ball: B, T, LK
Up Ball: T, D, T, HP
Back Drop: B, D, B, HK
Blade Projectile: D, B, LP
Weapon Pull: T, T, HP
Fatality: B,T,T,B,LK
Prison Stage: T,D,T,HK

SUB-ZERO

Ice: D, T, LP
Klone: D, B, LP
Slide: BLK+LK, LP
Weapon Pull: D, T, HK
Fatality: T,B,D,R+BLK+BLK+HP

TANYA

Drill Spin: T, T, LK
Fireball: D, T, HP
Air Fireball: (in air) D, B, LP
Split Kick: T, D, B, LK
Weapon Pull: T, T, T
Fatality: B,D,U,D,B,BLK, HP

RAIDEN

Dive: T, T, LK (or in air)
Teleport: D, U
Fireball: D, T, LP
Weapon Pull: T, B, HP
Fatality: (BLK+R,B,D,U,HK
Prison Stage: D,T,B,BLK

JAX

Fireball: D, T, LP
Dash Punch: D, B, LP
Air Grab: (only in air) BLK
Ground Pound: T, T, D, LK
Slam (LP) 1: R+BLK+HK / 2: HP,LP,LK
3: HP,LK,BLK / 4: HP,LP,HK,LK
Weapon Pull: D, T, HP
Prison Stage: T,T,B,LK

FATALITY


Torso Tear Off


Whirlwind Shot


Kano's Heart Rip


Double Arm Pull


Overhead Body Tear


Dragon Chomp


Own Limb Beating


Electrifying


Power Kick


Facial Chomp


Good Old Toasty!


Hand from Hell


Spinal Tap


Kiss of Death


Tanya Twister



system Arcade
publisher Atari
developer Atari

strategy talk

Rush the Rock is an excellent addition to an excellent game. The update features four new tracks, four new cars and updates to the old tracks in the form of shortcuts and mirror versions.

Rush has always been pretty hard to play. The brakes were almost non-existent and the jumps were just a pain in the proverbial ass to perform. You'll find no difference in The Rock, except it'll be a bit harder making even more hairpin turns and a few corkscrews.

This guide points out all the shortcuts and a description of how to get to them. The shortcuts, as in the first Rush, are key. Every shortcut has the potential to get you in front of the car you're following. The Rock does give you the biggest jumps in the game, as well as some of the best scenery including new sites from all over the San Francisco Bay area.

I was impressed with The Rock, and being a fan of the original, it just gave me more to love!

—Mark "NYR: Don't Suck" Hain

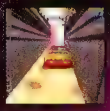
strat-stats

better than Rush?	yeah!
worth playing?	by far!
best driving game?	pretty much
best-looking?	yes I am!
N64 any good?	awesome!

San Francisco RUSH: THE ROCK
ALCATRAZ EDITION

Beyond Extreme Racing

Track 1: Golden Gate



1. Before crossing the Golden Gate Bridge, veer to the right and take the walkway. You will come out of it at the tollbooth.

2. Just after the Haight-Ashbury section, follow a small road down and to the left to a culvert that used to be blocked but is now open. This'll save you from some moderate hills. Be careful: As you come out veer to the left.

There are not only new tracks in The Rock...there are also new shortcuts for the old tracks. Here they are:

Track 2: Embarcadero

1. There is now an alternate tunnel on the right-hand side of the road. The tunnels converge at the Razor's Edge—a bloody wall that punishes the indecisive.

2. After the third checkpoint, go straight under the freeway using a new tunnel. This comes out just after the big freeway jump before the wicked left turn.

3. After the freeway jump, take a hard right by the fifth checkpoint. They've opened up a wall so that you can run your car right along the Bay.

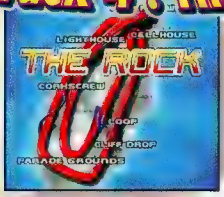


Track 3: Market



No new shortcuts: Here's the hardest original shortcut. After the seventh checkpoint (after you jump again and are forced to turn right at the barricades), you will notice a couple of trees on a small grassy area guarding a tunnel entrance in between the buildings on your left. You can drive straight through the trees and into the tunnel.

Track 4: The Rock



1. To the right of the prison building, as you go up the hill toward the giant jump, will be the Lighthouse Loop.

2. If you don't make the jump onto the prison building roof, you'll have a shorter jump that puts you in the heart of the pen.

3. Off to the left side of the road on the second straightway will be the corkscrew. It accelerates you out for a speed bonus.

4. Hidden behind some bushes on the left-hand side of the road, right before the corkscrew, is the light bulb—named for its shape. The tricky shortcut can take off as much as two positions. It ends after the prison building jump.

5. As you take the jump right before the finish line, veer to the left and you will land on top of the barracks roof. Take the path to the left for an easier landing.

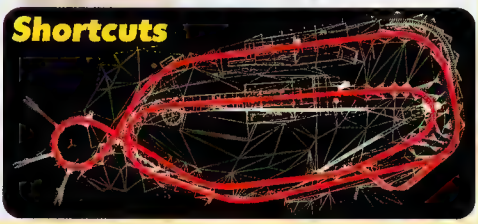
6. If you head off to the right after the corkscrew, you will take the beach route. This will skip the barracks jump.



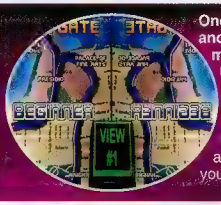
The sixth shortcut is to the right after the corkscrew.



The fifth shortcut is to the left just before the finish line.



Mirror



Once you finish all the courses, another challenge you can try are the mirrored versions of all the tracks:

- Shortcuts are still there, but the tracks are a bit more confusing.
- Roads that were once uphill are now places to get really good air.
- Watch out for the shortcuts: Some are extremely hard to spot when you're driving backward.



The jumps are really screwy in Mirror Mode.

Track 5 : Downtown









1. Right after the start, head across the park to the right of the fountain. You will pass between two buildings, cross a street and then go between two more buildings. This will avoid the left-hand turn at the base of the TransAmerica pyramid.

2. Behind the parked bus, there is an opening that you can go through that leads to a tunnel. Take it and you will save some time.

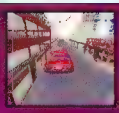
3. After the fourth checkpoint, veer off to the right and navigate the city streets by a different route.

4. Right before and to the right of the third checkpoint, there is a ramp up through the building that leads to a path through back alleys.





Shortcuts



Some areas look like shortcuts (some really are), but shortcuts aren't always paths; sometimes they are just off the screen.



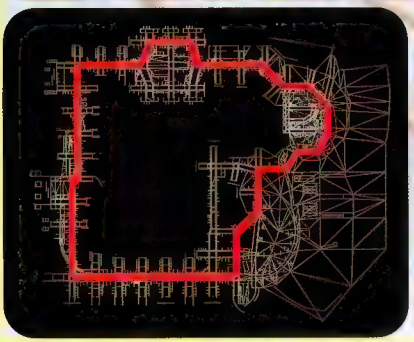


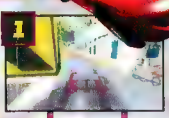


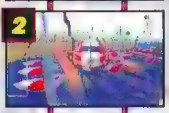














Shortcuts

1. At the start, veer off and head to the right of the black/yellow directional arrow. This puts you on a path that leads to a jump into the Marina Courtyard. Head between the two buildings without losing speed, and you will clear the jump over the yacht harbor.

2. At the first checkpoint, go straight through the gap between the directional arrows. This will lead to an awesome jump into an open space between housing complexes. As an alternative challenge, hit the jump with big speed then coast off the roof. This is potentially the biggest jump in the game—a very cool trick if you can hit it right.

3. As you are coming down the hill on the back stretch, veer right through the garage. Take the brick path to the right as you pass through Lafayette Park, and you will face a small jump into the Twin Tunnels.

Track 6 : The Heights

Track 7 : Sunset



The Bridge shortcut is rather hard to spot.



The Golf Course shortcut is right after the Bridge shortcut.

There are only two shortcuts on Track 7 plus the Gold Mine.

1. A bridge shortcut can help you cut across the hairpin turn.

2. The Golf Course shortcut directly follows the Bridge shortcut off to your left. It's pretty straightforward.

The Gold Mine is on the side of the big hill. When you get to the checkpoint (before the dirt stretch of road), veer off to the right and down the side of the hill. Look for what looks like a storm drain sticking out of the side of the hill. You will be amazed at what's actually underneath the city of San Francisco.

Shortcuts

Going off the road to the right or left on sidewalks can even save you a position.









Game Over

MORTAL KOMBAT 4

Game Stats

Average time to beat (highest column): 15 min.

Best way to beat Shinnok:
Fight pretty much like anyone else: Be more defensive; wait for openings; and don't throw projectiles up close because he's too quick for that. He'll jump over and smash you.

Easiest characters to win with:
Scorpion and **Sub-Zero** because by playing defensively, you can counter a lot of attacks. They'll "stop" you with their special attacks. **Tanya** is really fast as well and good against drones.

LIU KANG

Liu Kang: It's over. I once again defended my title as champion of Mortal Kombat and defender of the realm of Earth, but I have failed to save the realm of Edeneia. In doing so, I have also lost Kitana forever. Kitana?

Kitana: Yes, Liu Kang, it is I.

Liu Kang: But I thought you were going to...?

Kitana: With Shinnok's destruction you have not only saved the realm of Earth but you have also saved my own realm. For that, I can never repay you.

Liu Kang: Knowing that you survived is all that I need.

Kitana: As heir to the thrown of my realm, I offer you the chance to rule by my side as king of Edeneia forever.

Liu Kang: I cannot accept your offer. I belong here on Earth as champion of Mortal Kombat.

Kitana: Then I wish you good luck Liu Kang on all your journeys.

Liu Kang: Goodbye Princess Kitana.

SONYA

Sonya: It's over Jarek. Shinnok is dead...the good guys won. You're coming back with me.

Jarek: Never Sonya. I agreed to help defeat Shinnok, not turn myself into the Special Forces. The Black Dragons live on!

Sonya: The Black Dragons died with Kano. You're the last one Jarek.

Jarek: Never...ahhrhghgh.

Sonya: Come in Major Briggs...this is Lieutenant Sonya Blade...over. *(A)*

Jax: Sonya, glad to hear you're alive.

Sonya: You actually sound happy to hear from me Jax. Things get boring?

Jax: Not since you followed Liu Kang into the Nether Realm.

Sonya: Well, it is over now. I'm returning to base. 10-4 Jax.

JAX

...from Jarek Point. *(B)*

Jax: Going somewhere Jarek?

Jarek: Jax! I thought you were...

Jax: Dead? Like my partner you just threw off the cliff?

Jarek: I'm sorry Jax. Please don't drop me...Wait...I promise...

Jax: Too late, Jarek.

Jarek: Wait, you can't drop me, you have to uphold the law! Wait...wait...this is brutality...you can't do it!

Jax: Wrong Jarek. This is not a brutality—this is a fatality! [Drops him]

TANYA

Tanya: Follow me Liu Kang. Raiden has asked that I lead you to him.

Liu Kang: What about the others?

Tanya: He has something special planned for them.

Liu Kang: Tanya, what's going on?

Tanya: Ha ha ha! I don't know what Kitana saw in you. Can't you see Liu Kang that this is a trap?

Quan Chi: Welcome Shaolin warrior. Your thunder god has been beaten, Earth's warriors destroyed and you are the last remnant of the forces of light. Do you wish to beg for mercy from your new master, the Lord Shinnok?

Liu Kang: Never sorcerer ahhh...

Shinnok: Fool! Ha ha ha.

JAREK

...from Sonya Point. *(A)*

Sonya: Come in Major Briggs...this is Lieutenant Sonya Blade...over. Whaaaa [as she's pulled over the edge]

Jax: Sonya, this is Major Briggs...come in...Sonya this is Jax...are you there?

Jarek: Ha ha hah. *(B)*

KAI

A mystery ending?

It seems like one.

RAIDEN

Elder God: Raiden, for many years you have protected the Earth realm from the forces of evil. You have earned your place among us. With your ascension to the pantheon of elder gods, you must choose a successor—a new protector of Earth.

Raiden: With the aid of Earth mortals, I once again managed to defeat Shinnok and his minions. I choose Fujin—he will guide the mortals of Earth as we move into the new millennium.

Reptile



Reptile: Quan Chin, I have served Lord Shinnok well in the destruction of the Earth warriors.

Quan Chi: Yes, we are most appreciative of your efforts.

Reptile: Now I wish to return in time to my home world before it was destroyed at the hand of Shao Kahn. As the new ruler of the supreme all reality, Shinnok alone has the power to grant me this wish.



Quan Chi: You dare make such impetuous requests from your lord and master?

Reptile: It is a simple request for one of such power.

Quan Chi: It is also not worth his attention.

Reptile: I demand it! If it were not for warriors such as myself, his attack on Raiden's forces would have failed.

Quan Chi: Perhaps you could convey your feeling to Lord Shinnok himself.

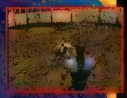
Reptile: What?

Shinnok: Infidel! You are in no position to demand anything. I could kill you with a mere thought.

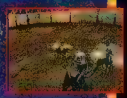
Reptile: But we had a deal.

Shinnok: A deal? I am not a god of my word, Reptile. All deals are off!

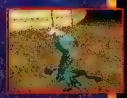
Sub-Zero



Sub-Zero: You're finished. Your quest for vengeance is over, Scorpion.



Scorpion: You cannot kill a dead man. You have defeated my physical form, but my soul is eternal. You will pay for the massacre of my clan and family.



Quan Chi: Well done, Sub-Zero. Like your brother before you, you have served my purposes well.



Sub-Zero: I serve no one...not the Lin Kue and not you.

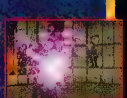
Quan Chi: Scorpion agreed to fight for us in exchange for his freedom from the nether realms—a deal I had no intention of fulfilling. By killing him, you have saved us the trouble. Both you and Scorpion were pawns for Shinnok.

Scorpion: Our battle is finished. You are now free from my curse. Live well, Lin Kue warrior.

Quan Chi



Shinnok: As payment for your loyal services, Quan Chi, I grant you the gift of your existence.



Quan Chi: My existence?

Shinnok: Understand sorcerer: I consume all energies, including all those that live, but I shall spare yours.



Quan Chi: If it was not for me, you would still be a tortured soul rotting in the pits of the nether realm!

Shinnok: You dare question me!

Quan Chi: I do more than question you, Shinnok—I challenge you...

Shinnok: Then you shall die...what!?!

Quan Chi: Your powers are useless against me.

Shinnok: How can this be?

Quan Chi: I am in possession of your sacred amulet. Years ago, I delivered to you an exact duplicate while I retained the original. I even fooled Raiden. Now I am ruler of heaven and you, elder god, are finished.

Scorpion



Scorpion: I have defeated you, Sub-Zero. I have avenged the death of my family and clan. Now my soul can finally rest.



Sub-Zero: Your soul will never rest Scorpion. The Lin Kue may have been responsible for your murder, but your family's true killer remains free.



Scorpion: If you are not the murderer, then who is?



Quan Chi: I am the one you seek. To defeat my nemesis Sub-Zero, I needed the power of a specter. You've done my bidding well Scorpion, but now I must return you to the nether realms.

Kai



Raiden: You fought well Kai. You are now a true Shaolin warrior.

Kai: Thanks Raiden, but I'm not interested in becoming a Shaolin warrior any more. I've got too many problems to deal with.

Raiden: What will you do next?

Kai: I don't know...wander the Earth, search for my soul—that kind of thing.



Raiden: Well perhaps you could use this on your journey?

Kai: Your lighting staff?

Raiden: It holds the power to thunder and lightning. Wield it wisely, because it can show you the path to immortality. You've earned it.

Kai: Thank you, Raiden. I will not fail.

Cage



Fans: Yeah.

Cage: Wow! I don't know what to say? I guess I could start by mankling all my fans out there. But that's enough of the mushy stuff. I mean, let's get real here. When am I going to get some real competition?

Fans: [silence]

Cage: Come on! Don't get silent now...where are all the cheers?



Fans: Boo.

Cage: Hey, wait a minute...I'm your number-one guy...I'm going to remember this!

Fans: [throw things at him]

Cage: Ow! OK, now I'm mad...hey come on...quit it!

Shinnok



Shinnok: For millions of years, I suffered in the bowels of the nether realms. You, thunder god, are responsible for my suffering. Now the mortals of earth will pay for my grievance.

Raiden: You turned against your fellow elder gods. You betrayed your title. You deserve much worse.

Shinnok: But it's too late Raiden. I win. With the elder gods out of the way, I will take my place as rightful ruler of all eternity. I can already feel the power surging from within.



Raiden: You're mad!

Shinnok: Farewell thunder god...ha ha ha ha.

Fujin



Fujin: Our forces of light have defeated Shinnok's. Now I must return to my duties as Earth's god of wind.

Elder God: You have served your element well Fujin, but we have a new mission for you.

Raiden: Our battle with Shinnok's forces are over, I must move on to my new position as an elder god, and you, Fujin, must take my former position as protector of Earth.



Fujin: Raiden, it would be an honor to succeed you.

Raiden: Take special care of the mortals of Earth. They are a great people but have the ability to self destruct. Be patient and offer your wisdom and guidance.

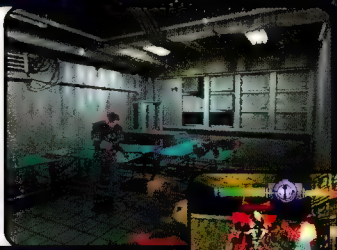
Fujin: Farewell, thunder god. I will not fail you.

Raiden: That is why I picked you.

Next Month

EGM²

Feature Story





February 1998

Mr. Groundhog won't be popping his head out all too soon because *EGM²* has a fantastic lineup of strategy guides next month.

Starting with our second part to the Tomb Raider 2 guide, we left off with Lara dangling from a cliff...OK, maybe not. But we do show you how to conquer the next couple of levels and Bosses.

Next, the zombies are on the loose in Raccoon City, and without our help, you could be zombie chow. Learn all the ins and outs of the sequel to Resident Evil.

Plus, it will be a good day in hell if you use our Spawn strategy in next month's issue!



If you can't get Lara to the next level, she might not be "just another pretty face."

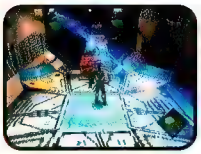
Travel through time and even hell to obtain the keys to the Tower of Hell while beatin' up your foes!

Electronic Gaming Monthly™

Feature Story



Nintendo Space World '97 promises to be one of the most exciting shows of this year and next.



Can One, the sleeper hit of E³, impress the *EGM* review Crew next month?

February 1998

There are only a few notable shows a year when it comes to video games, and the Nintendo Space World '97 in Japan is definitely one of them. A host of new N64 games will be previewed such as F-Zero X, Yoshi's Story and the first playable 64DD games. A lot of N64 news will be made at the show, and *EGM* will be the first to give you the most in-depth scoop.

Most are familiar with the history of console systems, but it could be said that arcades have evolved quietly or perhaps not enough. Find out how those table-top Pong machines have turned into the monstrosities found today.

Official U.S. PlayStation Magazine

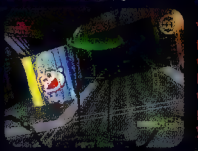
Feature Story



February 1998

It's finally here! February will see the first annual *OPM* Editors' awards. What will be chosen as the Game of the Year? What were the stand outs that will receive honorable mentions? Will Joe Rybicki's New Year's resolution be re-growing his flowing mane? All these questions and more will be answered in February.

Continuing our coverage on maximizing your PlayStation, CFG Labs President Brent Butterworth tells you how to calibrate your television! Of course, the issue will still be packed with the latest info about all things PlayStation. Be there!



You can cut the tension with a knife! What will the game of the year be?

We'll have the latest previews and reviews as well as the latest installment of the *OPM* Demo CD!

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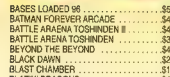
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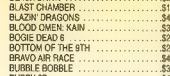
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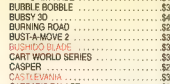


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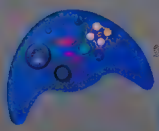


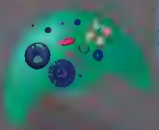

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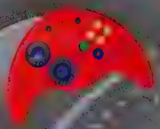
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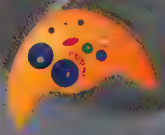
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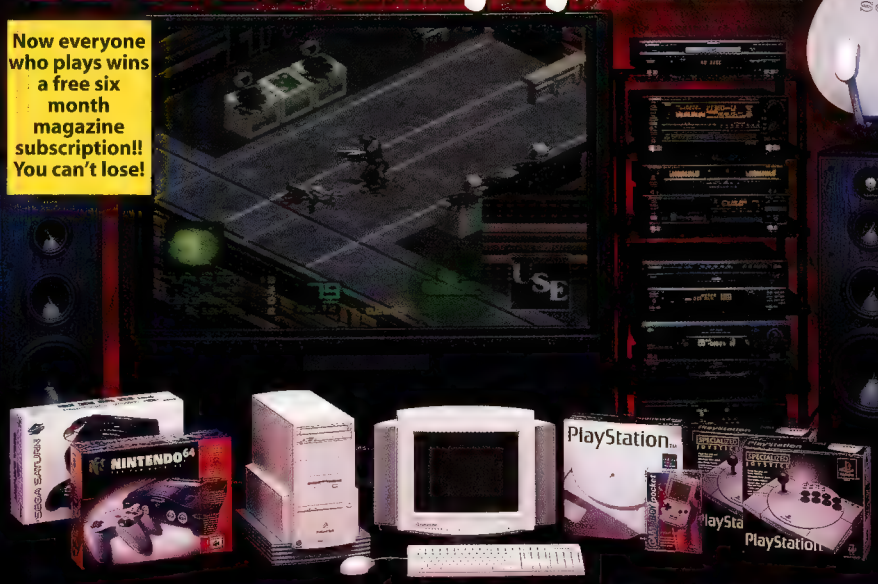
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Mystery Word Grid

	H					MYSTERY WORD
		E				
P	I	N	C	H	W	
	R					
S						

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS.....K	BLAST .....A	WRECK.....D
BREAK.....Z	PUNCH .....S	SPRAY C	TURBO.....V
STOMP .....T	STAND.....R	PRESS.....E	DREAM....O
CRUSH.....I	SCORE .....H	SLANT L	CHASE.....P

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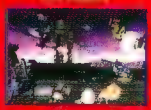
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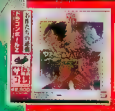
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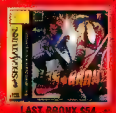


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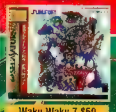

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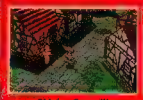

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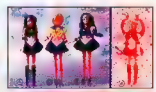


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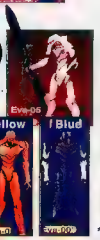








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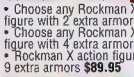
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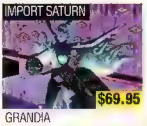
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